

Character Name Isobar
 Alternate Identities David Stokes
 Player Name Rob

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>10</u>	STR	<u>0</u>	<u>11-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>20</u>	CON	<u>10</u>	<u>13-</u>
<u>23</u>	INT	<u>13</u>	<u>14-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>18</u>	PRE	<u>8</u>	<u>13-</u>
<u>8</u>	OCV	<u>25</u>	
<u>8</u>	DCV	<u>25</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>5</u>	SPD	<u>30</u>	
<u>8/14</u>	PD	<u>6</u>	
<u>8/14</u>	ED	<u>6</u>	
<u>18</u>	REC	<u>14</u>	
<u>50</u>	END	<u>6</u>	
<u>10</u>	BODY	<u>0</u>	Total Cost
<u>45</u>	STUN	<u>13</u>	<u>172</u>

CURRENT STATUS

	Maximum	Current
END	<u>50</u>	
BODY	<u>10</u>	
STUN	<u>45</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 2d6
 Lift 100kg STR END Cost 1
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 8 Base DCV 8
 Base OMCV 3 Base DMCV 3
 Combat Skill Levels
+1 with Air Pressure Multipower
 Presence Attack (PRE/5)d6 3 1/2d6

EXPERIENCE POINTS

Total Points	<u>400</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/Weight
3-5	Head	x5	x2	x2	-8	/
6	Hands	x1	x1/2	x1/2	-6	/
7-8	Arms	x2	x1/2	x1/2	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1 1/2	x1	-7	/
13	Vitals	x4	x1 1/2	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x1/2	x1/2	-6	/
17-18	Feet	x1	x1/2	x1/2	-8	/

Average Def _____
 DCV Modifier _____ Total Weight _____
 Armor Notes _____

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	—	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	1/2†	-w/10	-3	STR + v/6; you take 1/2 or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone

DEFENSES

Type	Amount/Effect
Normal PD	<u>8/14</u>
Resistant PD	<u>0/6</u>
Normal ED	<u>8/14</u>
Resistant ED	<u>0/6</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 14-
 Enhanced and Unusual Senses

COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot						
Head Shot (Head to Shoulders)	-4					1d6+3
High Shot (Head to Vitals)	-2					2d6+1
Body Shot (Hands to Legs)	-1					2d6+4
Low Shot (Shoulders to Feet)	-2					2d6+7*
Leg Shot (Vitals to Feet)	-4					1d6+12

* Treat a 19 as the Feet location

MOVEMENT

Type	Combat	Noncombat
Run (12m)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>
Flight	<u>30m</u>	<u>60m</u>

Movement SFX _____

Character Name Isobar
Height 1.80 m Weight 80.00 kg
Hair color Brown Eye color Brown



Campaign Name New Champions
Genre Supers
Gamemaster _____

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Cost	Complication	
10	Hunted: Dr. Destroyer Infrequently (Mo Pow; NCI; Watching)	Infrequently
20	Psychological Complication: Code vs. Killing (Common; Total)	
10	Dependent NPC: Gwendolyn Aames, fellow project scientist and romantic interest Infrequently (Normal; Useful Noncombat Position or Skills; Unaware of character's adventuring career/Secret ID)	Infrequently
10	Psychological Complication: Leery of causing too much collateral damage. (Common; Moderate)	
10	Rivalry: Professional and Romantic (William Jennings, fellow project scientist; Rival is in an equal position; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)	
15	Social Complication: Secret Identity Frequently, Major	

75

Total Complications Points