

Character Name Jamie Richards
 Alternate Identities Fazer
 Player Name Jason Buchanan

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>9</u>	STR	<u>-1</u>	<u>11-</u>
<u>10</u>	DEX	<u>0</u>	<u>11-</u>
<u>10</u>	CON	<u>0</u>	<u>11-</u>
<u>11</u>	INT	<u>1</u>	<u>11-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>12</u>	PRE	<u>2</u>	<u>11-</u>
<u>3</u>	OCV	<u>0</u>	
<u>3</u>	DCV	<u>0</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>2</u>	SPD	<u>0</u>	
<u>7/15</u>	PD	<u>5</u>	
<u>7/15</u>	ED	<u>5</u>	
<u>4</u>	REC	<u>0</u>	
<u>25</u>	END	<u>1</u>	
<u>10</u>	BODY	<u>0</u>	Total Cost
<u>20</u>	STUN	<u>0</u>	<u>13</u>

CURRENT STATUS

	Maximum	Current
END	<u>25</u>	
BODY	<u>10</u>	
STUN	<u>20</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 1 1/2d6
 Lift 87.1kg STR END Cost 1
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 3 Base DCV 3
 Base OMCV 3 Base DMCV 3
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 2d6

EXPERIENCE POINTS

Total Points	<u>107</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>7/15</u>
Resistant PD	<u>0/8</u>
Normal ED	<u>7/15</u>
Resistant ED	<u>0/8</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 11-
 Enhanced and Unusual Senses
Mind Link, Aaron Sharpe, Psychic Bo...

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>
<u>Teleportation</u>	<u>20m</u>	<u>80m</u>
Movement SFX		

Character Name Jamie Richards
Height 1.60 m Weight 68.00 kg
Hair color Red Eye color Green



Campaign Name New Champions
Genre Modern Alter-Earth
Gamemaster GameKnight

[illegible]

Cost	Name	Power/Equipment	END
30	Lightly Imbued with Cosmic Energy	Multipower, 45-point reserve, (45 APs); Requires A Roll (14- roll; Cosmic Energy is out-of-sync with Richards; -¼), Only In Alternate Identity (-¼)	
4f		1) Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 APs)	
4f		2) Blast Sdb, Area Of Effect (1m Radius; +¼), Penetrating (+½) (44 APs)	4
4f		3) Teleportation 20m, x4 Noncombat, Reduced Endurance (½ END; +¼), Safe Blind Teleport (+¼) (37 APs)	1
3f		4) Energy Damage Reduction, Resistant, 50% (30 APs)	
3f		5) Physical Damage Reduction, Resistant, 50% (30 APs)	
2f		6) Healing BODY 2d6, Can Heal Limbs (25 APs)	2
16		Resistant Protection (8 PD/8 ED) (24 APs); Requires A Roll (14- roll; Cosmic Energy is "out of phase" with Jamie; -¼), Only In Alternate Identity (-¼)	
10		Mind Link, Aaron Sharpe, Psychic Bond	
6		Regeneration (1 BODY per 6 Hours)	
82	Total Powers/Equipment Cost		

Cost	Complication
15	Psychological Complication: Code Against Killing (Common; Strong)
10	Hunted: TBD Infrequently (Mo Pow; NC; Watching) Infrequently
5	Dependence: Oqthcalian Cosmic Energy Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon; 1 Day)
30	Total Complications Points