

Character Name Sisuthros Valagerian

Alternate Identities Lord Magus, High Justicar of the Seventh, Guardian of the Seal

Player Name Aaron Gimblet

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>15</u>	STR	<u>5</u>	<u>12-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>20</u>	CON	<u>10</u>	<u>13-</u>
<u>20</u>	INT	<u>10</u>	<u>13-</u>
<u>20</u>	EGO	<u>10</u>	<u>13-</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>8</u>	OMCV	<u>15</u>	
<u>8</u>	DMCV	<u>15</u>	
<u>5</u>	SPD	<u>30</u>	
<u>20</u>	PD	<u>3</u>	
<u>20</u>	ED	<u>3</u>	
<u>10</u>	REC	<u>6</u>	
<u>60</u>	END	<u>8</u>	
<u>15</u>	BODY	<u>5</u>	<b>Total Cost</b>
<u>40</u>	STUN	<u>10</u>	<u>204</u>

## CURRENT STATUS

	Maximum	Current
END	<u>60</u>	
BODY	<u>15</u>	
STUN	<u>40</u>	

## VITAL INFORMATION

HTH damage (STR/5)d6	<u>3d6</u>
Lift	<u>200kg</u> STR END Cost <u>1</u>
Phases	1 2 <u>3</u> 4 <u>5</u> 6 7 <u>8</u> 9 <u>10</u> 11 <u>12</u>
Base OCV	<u>8</u> Base DCV <u>8</u>
Base OMCV	<u>8</u> Base DMCV <u>8</u>
Combat Skill Levels	
Presence Attack (PRE/5)d6	<u>3 1/2d6</u>

## 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>20</u>
Resistant PD	<u>15</u>
Normal ED	<u>20</u>
Resistant ED	<u>15</u>
Mental Defense	<u>10</u>
Power Defense	<u>10</u>
Flash Defense	

## SENSES

Perception Roll (9+INT/5)	<u>13-</u>
Enhanced and Unusual Senses	
Detect A Large Class Of Things (Ma...	
Mind Scan 6d6, Cumulative (144 poi...	
Clairensience (Sight And Hearing G...	

## 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>40m</u>	<u>80m</u>
Teleportation	<u>40m</u>	<u>80m</u>
Movement SFX		

Character Name Sisuthros Valagerian  
Height 1.88 m Weight 100.00 kg  
Hair color Gold Eye color Green

Campaign Name The New Champions Protocol  
Genre Superheroic  
Gamemaster Silkhide, Game Knight, AmoraKca

Cost	Name	Roll
3	Charm	13-
3	Conversation	13-
3	Turakian Spell-Weaving: Power	13-
3	Linguist	
1	1) Atlantean (fluent conversation)	
1	2) Draconic (fluent conversation)	
1	3) English (fluent conversation)	
1	4) High Abyssinian (basic conversation)	
0	5) High Illurian (imitate dialects)	
1	6) Lemurian (fluent conversation)	
1	7) Shalonderentine (Turakian-Era Elvish) (fluent conversation)	
1	8) Tualan (fluent conversation)	
1	9) Valdorian (basic conversation)	
3	Scholar	
1	1) Items and Places of Power	11-
2	2) Lost Magical Styles	13-
2	3) Magic Theory	13-
2	4) Magical Beings and Creatures	13-
1	5) Modern Hermetic Thaumaturgy	11-
31	Total Skills, Perks, & Talents Cost	

Cost	Name	Power/Equipment	
160	Greater Spell-Weaving	Variable Power Pool, 120 base + 60 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Spellbook Powers Added only between Sessions w/GM Approval (-½), Magical Powers/SFX Only (-¼); all slots Variable Limitation (requires -1 worth of Limitations; -½)	
0	The Primordial Arcane...	1) Blast 12d6; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Crimson Lightning of Vr...	2) RKA 4d6; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Sisuthros's Stunning Statement	3) Mental Blast 6d6; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Phandarals Fantastic Fireball	4) RKA 3d6, AOE (4m Radius; +¼); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 37	6
0	Velorant's First Veiling	5) Sight, Hearing, Smell/Taste, Touch and Mental Groups Images, +/-10 to PER Rolls; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Velorant's Second Veiling	6) Mental Illusions 12d6; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Velorant's Third Veiling	7) Mind Control 12d6; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	The Dolorous Hour	8) Drain SPD 3d6+1 (standard effect: 10 points), AOE (8m Radius; +½), Selective (+¼); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 39	6
0	Spell of Dismal Webbing	9) Entangle 4d6, 4 PD/4 ED, Area Of Effect (4m Radius; +¼), Entangle And Character Both Take Damage (+¼); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	The Craft of Artifice	10) Severe Transform 1d6 (Anything into Anything, Cured By The Reverse of this Spell, Blessing of Royalty), Costs Endurance Only To Activate (+¼), Constant (+½), Uncontrolled (+½), AOE Accurate (4m Radius; +½), Selective (+¼), Improved Results Group (+1); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	The Excellent Prismatic Spray	11) Blast 2d6, AOE Accurate (2m Radius; +½), AVAD (Power Defense; NND; +1), Does BODY (+1), Reduced Endurance (0 END; +1), Autofire (5 shots; +½), Non-Standard Attack Power (+1); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Lambent Light of Larriman	12) Sight and Hearing Groups Flash 5d6, Area Of Effect Accurate (8m Radius; +¾), Selective (+¼) (60 APs); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Marinvar's Planar Blade	13) Killing Attack - Hand-To-Hand 1d6+1 (1 ½d6 w/SFR), NND, Defense is Hardened PD (+1), Does BODY (+1) (60 APs); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Wings of the Enlightened Ones	14) Flight 40m, Costs Endurance Only To Activate (+¼); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 33	4
0	Talbrin's Lesser Translocation	15) Teleportation 40m, Reduced Endurance (0 END; +½); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	
0	Talbrin's Greater Translocation	16) Teleportation 15m, Usable Simultaneously (up to 16 people at once; +1 ¼), MegaScale (1m = 1,000 km; +1 ¾); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	Walking Between Worlds	17) Extra-Dimensional Movement (To and from the Astral Plane and any Plane that it overlaps), x32 Increased Weight; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 38	6
0	The Mantle of Mastery	18) Resistant Protection (15 PD/15 ED/5 Mental Defense/5 Power Defense); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	
0	Wistans White Wall	19) Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 2m tall, and ½m thick) (55 APs); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 37	5

**165** Total Powers/Equipment Cost

Cost	Complication
15	<i>Psychological Complication: Intensely Proud (Very Common; Moderate)</i>
20	<i>Psychological Complication: Honorable, Always keeps his given word (Common; Total)</i>
10	<i>Distinctive Features: Solid Emerald as Left Eye (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)</i>
5	<i>Negative Reputation: Timelost Magician from a Dark Past, Infrequently (Extreme; Known Only To A Small Group)</i>
10	<i>Rivalry: Professional (Candidates for Sorcerer Supreme), Rival is More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry</i>
15	<i>Social Complication: Fish very far out of Water Frequently, Major</i>
75	<b>Total Complications Points</b>

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Alternate Identities *Lord Magus, High Justicar of the Seventh, Guardian of the Seal*

Player Name *Aaron Gimblet*

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## POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
	<i>Greater Spell-Weaving</i>	(continued)	
0	<i>The Shadows of Shaldus</i>	20) Darkness to Sight Group 2m radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½), Usable Simultaneously (up to 16 people at once; +2), Recipient must be within Standard Range of the Grantor for power to be granted, Grantor can take back power at any time; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 25	
0	<i>Spell of the Quickened Moment</i>	21) Aid Speed 10d6 (standard effect: 30 points); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Spell of the Heavy Blow</i>	22) Aid Strength 10d6 (standard effect: 30 points); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Shared Mantle of Mastery</i>	23) Resistant Protection (5 PD/5 ED/5 Mental Defense/5 Power Defense), Usable Simultaneously (up to 8 people at once; +½), Grantor can only grant the power to others; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 30	
0	<i>Helbjorns Healing Hands</i>	24) Healing Simplified Healing 2d6+1, Decreased Re-use Duration (1 Turn; +1 ½) (57 APs); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 38	6
0	<i>Word of Unbinding</i>	25) Dispel Any one Magic Power 13d6+1, Magic (+½); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Sisuthros' Astounding Planes-Ship</i>	26) Summon 100-point Magical Ship, Slavishly Devoted (+1), Specific Being (+1); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Sisuthros's Sufficient Servitors</i>	27) Summon 64 50-point Magical Servants, Friendly (+¼), Expanded Class of Beings (Very Limited Group; Magical Ship Crew; +¼); Variable Limitation (requires -1 worth of Limitations; -½), Noncombatant (-¼) Real Cost: 34	6
0	<i>Elemental Calling</i>	28) Summon 300-point Turakian Magical Being; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Elinar's Eye for Enchantment</i>	29) Detect A Large Class Of Things (Magic) 13- (Sight Group), Discriminatory, Analyze; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 13	
0	<i>Tracing the Soul-Lines</i>	30) Mind Scan 6d6, Cumulative (144 points; +1); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Sight-Casting</i>	31) Clairsentience (Sight And Hearing Groups), x64 Range (1q,200m); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 40	6
0	<i>Tinuar's Translating Tetra</i>	32) Universal Translator 13-; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 13	
0	<i>Spell of Enduring Nourishment</i>	33) LS (Eating: Character does not eat; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character does not sleep), Usable Simultaneously (up to 8 people at once; +1); Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 33	
0	<i>Mage Hand</i>	34) TK (30 STR), Fine Manipulation; Variable Limitation (requires -1 worth of Limitations; -½) Real Cost: 37	5
5	<i>Immortal Mage of the First Era</i>	Life Support (Longevity: Immortal)	