

Character Name Witchcraft  
 Alternate Identities Bethany Duquesne  
 Player Name \_\_\_\_\_

# 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>18</u>	CON	<u>8</u>	<u>13-</u>
<u>18</u>	INT	<u>8</u>	<u>13-</u>
<u>23</u>	EGO	<u>13</u>	<u>14-</u>
<u>20</u>	PRE	<u>10</u>	<u>13-</u>
<u>6</u>	OCV	<u>15</u>	
<u>7</u>	DCV	<u>20</u>	
<u>8</u>	OMCV	<u>15</u>	
<u>8</u>	DMCV	<u>15</u>	
<u>5</u>	SPD	<u>30</u>	
<u>4/14</u>	PD	<u>2</u>	
<u>6/16</u>	ED	<u>4</u>	
<u>8</u>	REC	<u>4</u>	
<u>35</u>	END	<u>3</u>	
<u>10</u>	BODY	<u>0</u>	<b>Total Cost</b>
<u>30</u>	STUN	<u>5</u>	<u>168</u>

## CURRENT STATUS

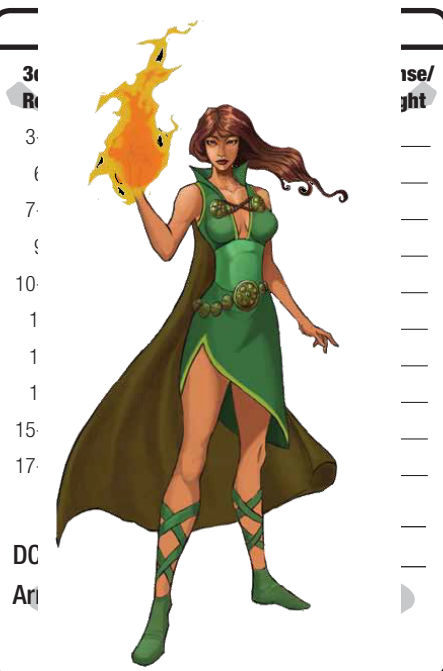
	Maximum	Current
END	<u>35</u>	_____
BODY	<u>10</u>	_____
STUN	<u>30</u>	_____

## 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 6 Base DCV 7  
 Base OMCV 8 Base DMCV 8  
 Combat Skill Levels \_\_\_\_\_  
+2 with Greater Witcheries Multipower  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 4d6

## EXPERIENCE POINTS

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



## ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-w/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone

## DEFENSES

Type	Amount/Effect
Normal PD	<u>4/14</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>6/16</u>
Resistant ED	<u>0/10</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____

## SENSES

Perception Roll (9+INT/5) 13-  
 Enhanced and Unusual Senses  
Mind Link, Any Willing Target, Numbe...  
Detect Magic 13- (no Sense Group)...

## 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	OCV	Hit Location				
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>42m</u>	<u>84m</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>

Movement SFX \_\_\_\_\_

Character Name Witchcraft  
Height 2.00 m Weight 100.00 kg  
Hair color Brown Eye color Brown



Campaign Name Champions  
Genre Champions  
Gamemaster \_\_\_\_\_

Cost	Name	Roll
10	+2 with Greater Witcheries Multipower	
1	High Society	8-
3	KS: Arcane And Occult Lore	13-
2	KS: Demonology	11-
3	KS: Witchcraft	13-
1	CK: Vibora Bay	8-
1	Language: French (basic conversation)	
1	Language: Latin (basic conversation)	
3	Stealth	13-
3	Teamwork	13-
6	Contact: The Trismegistus Council	11-
3	+1/+1d6 Striking Appearance (vs. all characters)	
37	Total Skills, Perks, & Talents Cost	

[illegible]

Cost	Complication	
20	<i>Hunted: Circle Of The Scarlet Moon</i> Infrequently (Mo Pow; NCI; Capture/Corrupt)	Infrequently
10	<i>Hunted: Talisman</i> Infrequently (As Pow; Kill)	Infrequently
20	<i>Psychological Complication: Code Versus Killing</i> (Common; Total)	
15	<i>Social Complication: Secret Identity</i> (Bethany Duquesne) Frequently, Major	
5	<i>Vulnerability: I ½ x STUN from Ice/Cold</i> (Uncommon)	
5	<i>Vulnerability: I ½ x BODY from Ice/Cold</i> (Uncommon)	
<b>75</b>	<b>Total Complications Points</b>	