

Character Name Defender
Alternate Identities James Harmon IV
Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>40</u>	STR	<u>5</u>	<u>17-</u>
<u>25</u>	DEX	<u>10</u>	<u>14-</u>
<u>30</u>	CON	<u>5</u>	<u>15-</u>
<u>20</u>	INT	<u>10</u>	<u>13-</u>
<u>15</u>	EGO	<u>5</u>	<u>12-</u>
<u>20</u>	PRE	<u>10</u>	<u>13-</u>
<u>8</u>	OCV	<u>10</u>	
<u>8</u>	DCV	<u>10</u>	
<u>4</u>	OMCV	<u>3</u>	
<u>5</u>	DMCV	<u>6</u>	
<u>5</u>	SPD	<u>10</u>	
<u>20</u>	PD	<u>3</u>	
<u>20</u>	ED	<u>3</u>	
<u>7</u>	REC	<u>3</u>	
<u>20</u>	END	<u>0</u>	
<u>10</u>	BODY	<u>0</u>	
<u>34</u>	STUN	<u>7</u>	
			Total Cost
			<u>100</u>

CURRENT STATUS

	Maximum	Current
END	<u>20</u>	
BODY	<u>10</u>	
STUN	<u>34</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 8d6
Lift 6400kg STR END Cost 3
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV 8 Base DCV 8
Base OMCV 4 Base DMCV 5
Combat Skill Levels
+2 with Weapons Array
+1 with HTH Combat
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>

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	x½	x½	-6	/
7-8	Arms	x2	x½	x½	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	x4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x½	x½	-6	/
17-18	Feet	x1	x½	x½	-8	/
						Average Def
						DCV Modifier
						Total Weight
Armor Notes						

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>20</u>
Resistant PD	<u>15</u>
Normal ED	<u>20</u>
Resistant ED	<u>15</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 13-
Enhanced and Unusual Senses
High Range Radio Perception (Radio...)
Infrared Perception (Sight 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						
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>
Movement SFX		

CHARACTER INFORMATION

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

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name Champions
 Genre Champions
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
10	+2 with Weapons Array	_____
8	+1 with HTH Combat	_____
6	+2 with Electronics Skills (Computer Programming, Electronics, Systems Operation)	_____
3	Computer Programming	13-
3	Electronics	13-
3	High Society	13-
3	Inventor	13-
1	Language: French (basic conversation)	_____
2	CK: Millennium City	11-
2	KS: The Superhuman World	11-
3	Mechanics	13-
2	Science Skill: Chemistry	11-
2	Science Skill: Physics	11-
3	Systems Operation	13-
3	Teamwork	14-
1	TF: V-Jet	_____
10	Money: Wealthy	_____

65 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
	Powered Armor Charac...	all slots OIF (-1/2)	_____
17	+25 STR	1) +25 STR (25 APs); OIF (-1/2)	2
13		2) +10 DEX (20 APs); OIF (-1/2)	_____
10		3) +15 CON (15 APs); OIF (-1/2)	_____
10		4) +3 OCV (15 APs); OIF (-1/2)	_____
10		5) +3 DCV (15 APs); OIF (-1/2)	_____
13		6) +2 SPD (20 APs); OIF (-1/2)	_____
40	Power Pack	Endurance Reserve (160 END, 30 REC) (60 APs); OIF (-1/2)	_____
0	IS+25 STR Punch (4 EN...	Hand-To-Hand Attack +8d6 (Custom Adder); Hand-To-Hand Attack (-1/4)	_____
40	Weapons Array	Multipower, 60-point reserve, (60 APs); all slots OIF (-1/2)	_____
4f	Electric Bolt (6 END)	1) <i>Electric Bolt:</i> Blast 12d6 (60 APs); OIF (-1/2)ee	6
4f	Wrist Bolt Gun (6 END)	2) Blast 8d6, Autofire (5 shots; +1/2) (60 APs); OIF (-1/2)	6
1f	Overload Blast (16 END)	3) Killing Attack - Ranged 3d6 (45 APs); Increased Endurance Cost (x4 END; -1 1/2), OIF (-1/2), Requires A Roll (14- roll; Burnout; -1/4)	16
4f	Focused EMP Pulse (6...	4) Dispel 13d6, Variable Effect (any Electricity power one at a time; +1/2) (58 APs); OIF (-1/2)	6
3f	Electro-Bolos [12 Chg]	5) Entangle 6d6, 6 PD/6 ED (60 APs); OIF (-1/2), 12 Charges (-1/4)	[12]
30	Powered Armor	Resistant Protection (15 PD/15 ED) (45 APs); OIF (-1/2)	_____
27	Jet-Boots	Flight 40m (40 APs); OIF (Power Armor; -1/2)	4
6	Communications Suite	High Range Radio Perception (Radio Group) (12 APs); OIF (-1/2), Affected As Sight And Hearing Group As Well As Radio Group (-1/2)	_____
3	Heat Sensors	Infrared Perception (Sight Group) (5 APs); OIF (-1/2)	_____

235 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication	
20	Hunted: Mechanon Infrequently (Mo Pow; NC; Capture/Kill)	Infrequently
20	Hunted: VIPER Infrequently (Mo Pow; NC; Capture/Kill)	Infrequently
20	Psychological Complication: Code Versus Killing (Common; Total)	_____
15	Social Complication: Secret Identity (James Harmon IV) Frequently, Major	_____

75 Total Complications Points