

Character Name Faust  
 Alternate Identities Robert Amery  
 Player Name Cerberus (Carlos)

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>45</u>	STR	<u>40</u>	<u>18-</u>
<u>16</u>	DEX	<u>12</u>	<u>12-</u>
<u>20</u>	CON	<u>10</u>	<u>13-</u>
<u>13</u>	INT	<u>3</u>	<u>12-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>13</u>	PRE	<u>3</u>	<u>12-</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>30</u>	PD	<u>0</u>	
<u>30</u>	ED	<u>0</u>	
<u>16</u>	REC	<u>12</u>	
<u>30</u>	END	<u>2</u>	
<u>10</u>	BODY	<u>0</u>	
<u>40</u>	STUN	<u>10</u>	
			<b>Total Cost</b>
			<u>172</u>

## CURRENT STATUS

	Maximum	Current
END	<u>30</u>	
BODY	<u>10</u>	
STUN	<u>40</u>	

## VITAL INFORMATION

HTH damage (STR/5)d6 9d6  
 Lift 12.8tons STR END Cost 4  
 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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 2 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>30</u>
Resistant PD	<u>14</u>
Normal ED	<u>30</u>
Resistant ED	<u>14</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

## SENSES

Perception Roll (9+INT/5) 12-  
 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>50m</u>	<u>100m</u>

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

## CHARACTER INFORMATION

Character Name Faust  
 Height 1.77 m Weight 96.00 kg  
 Hair color Auburn Eye color Green

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name New Champions Protocol  
 Genre Superheroic  
 Gamemaster \_\_\_\_\_

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
0	AK: Freedom City	8-
3	Acrobatics	12-
3	Acting	12-
3	Breakfall	12-
3	Charm	12-
0	Climbing	8-
3	Combat Piloting	12-
3	Concealment	12-
3	Conversation	12-
0	Deduction	8-
6	Jack of All Trades	
0	1) PS: Auto Mechanic	11-
0	2) PS: Covert Field Agent	11-
0	3) PS: Handyman	11-
0	4) PS: Landscape Architect	11-
2	KS: Military	11-
0	Language: English (completely fluent; literate)	
3	Mechanics	12-
0	Paramedics	8-
3	Persuasion	12-
11	Power: Mimic Pool powers	15-
3	Shadowing	12-
3	Stealth	12-
3	Streetwise	12-
0	TF: Everyman Skill, Small Motorized Ground Vehicles	

**55** Total Skills, Perks, & Talents Cost

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
50		Flight 50m	5
	Tough As Nails	Tough As Nails	
24		1) +14 PD, Hardened (+1/4), Resistant (+1/2) (24 APs)	
24		2) +14 ED, Hardened (+1/4), Resistant (+1/2) (24 APs)	
14		3) +14 PD	
14		4) +14 ED	
	Power Absorption	Power Absorption	
11	STUN Drain	Drain DEX 4d6 (40 APs); Skin Contact Required (-1), No Range (-1/2), Increased Endurance Cost (x2 END; -1/2), Perceivable (-1/4), Unified Power (Mimicry Pool Powers; -1/4)	8
36		Variable Power Pool (Mimicry Pool), 25 base + 60 control cost, Powers Can Be Changed As A Half-Phase Action (+1/2) (70 APs); Skin Contact Required (-1), Can be Changed Only With Successful Use of STUN Drain (-1/2), Limited Class Only Powers the Target Has (-1/2); all slots Absorbed Power loses CP at a rate of -5 CP per Turn (-1)	

**173** Total Powers/Equipment Cost

## MATCHING COMPLICATIONS ( 75 )

Cost	Complication	
20	Hunted: Covert Government Agency Frequently (As Pow; NCI; Harshly Punish)	Frequently
25	Psychological Complication: Code of the Hero (Very Common; Total)	
15	Social Complication: Dark Secret: Worked for Covert Agency and is responsible for a number of deaths from information he provided to the government Infrequently, Severe	
15	Social Complication: Secret Identity Frequently, Major	

**75** Total Complications Points