

Character Name Sparks
 Alternate Identities Lance Watts
 Player Name Jerry Varvel

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>10</u>	STR	<u>0</u>	<u>11-</u>
<u>13</u>	DEX	<u>6</u>	<u>12-</u>
<u>13</u>	CON	<u>3</u>	<u>12-</u>
<u>23</u>	INT	<u>8</u>	<u>14-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>13</u>	PRE	<u>3</u>	<u>12-</u>
<u>4</u>	OCV	<u>5</u>	
<u>4</u>	DCV	<u>5</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>3</u>	SPD	<u>10</u>	
<u>3/7</u>	PD	<u>1</u>	
<u>3/7</u>	ED	<u>1</u>	
<u>4</u>	REC	<u>0</u>	
<u>20</u>	END	<u>0</u>	
<u>12</u>	BODY	<u>2</u>	Total Cost
<u>20</u>	STUN	<u>0</u>	<u>47</u>

CURRENT STATUS

	Maximum	Current
END	<u>20</u>	
BODY	<u>12</u>	
STUN	<u>20</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 2d6
 Lift 100kg STR END Cost 2
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 4 Base DCV 4
 Base OMCV 3 Base DMCV 3
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 2 1/2d6

EXPERIENCE POINTS

Total Points	<u>175</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†	-v/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>3/7</u>
Resistant PD	<u>0/4</u>
Normal ED	<u>3/7</u>
Resistant ED	<u>0/4</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 14-
 Enhanced and Unusual Senses
 HRRP (Radio Group) (12 APs); OAF (-1)
 Telepathy 7d6 (Machine class of min...
 Telepathy 2 1/2d6 (Machine class of...
 Mind Scan 7d6 (Machine class of mi...
 Mind Scan 2d6 (Machine class of mi...)

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>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>

Movement SFX _____

CHARACTER INFORMATION

Character Name Sparks
 Height 1.78 m Weight 78.00 kg
 Hair color Blond Eye color Blue

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name New Champions Protocol - Agents
 Genre Agent (Rogue 6)
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Bugging	14-
3	Computer Programming	14-
3	Cryptography	14-
3	Deduction	14-
1	Demolitions	8-
3	Electronics	14-
1	Lockpicking	8-
3	Security Systems	14-
3	Systems Operation	14-
3	Tactics	14-
3	Teamwork	12-
3	Tracking	14-
5	Access to abandoned UNTIL Facilities, some NAGA/Destroyer/Etc. facilities (Passcodes and Appropriate IDs)	
6	Computer Link (Access to cached UNTIL Databases and some NAGA/Destroyer/Etc. Systems)	
43	Total Skills, Perks, & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
10	Cyberdeck	all slots OAF (-1)	
2	Allocatable Cyberdeck...	1) Endurance Reserve (50 END, 10 REC); OAF (-1)	
1	Auxiliary Processors	2) +5 INT (5 APs); OAF (-1)	
2	Built-in Calculator	3) Lightning Calculator; OAF (-1)	
2	Long Term Storage	4) Eidetic Memory; OAF (-1)	
6	Network Access	5) HRRP (Radio Group) (12 APs); OAF (-1)	
28	Cyberdeck	Multipower, 70-point reserve, all slots OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	
1f	Sensory Suppression	1) Mental Illusions 7d6 (Machine class of minds); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f		2) Extra-Dimensional Movement (Cyberspace); Leaves Body Behind (-1), OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	2
1f	Fast Hack	3) Mind Control 7d6 (Machine class of minds) (35 APs); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f	Careful Hack	4) Mind Control 2 1/2d6 (Machine class of minds), Invisible Power Effects (Invisible to Mental Group; +1/4), Cumulative (120 points; +1 1/4) (32 APs); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f	Surface Search	5) Telepathy 7d6 (Machine class of minds) (35 APs); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f	Deep Search	6) Telepathy 2 1/2d6 (Machine class of minds), Invisible Power Effects (Invisible to Mental Group; +1/4), Cumulative (120 points; +1 1/4) (32 APs); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f	Fast Scan	7) Mind Scan 7d6 (Machine class of minds); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f	Thorough Scan	8) Mind Scan 2d6 (Machine class of minds), Invisible Power Effects (Invisible to Mental Group; +1/4), Cumulative (96 points; +1 1/4); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	2
1f	Remote Ownership	9) Severe Transform 1d6+1 (Computer to Computer with different programming and data, Counter-Hacking and Programming), Attack Versus Alternate Defense (MD; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Line Of Sight (+1/2); OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	3
1f	Enhanced Hacking Tools	10) +7 with Cyberdeck Powers; OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2) plus +1/4 to offset 'Range/Area' Modifiers on Mind Scan; OAF (-1), Requires Access (Physical/Hardline/Internet/Wireless) to system to be controlled (-1/2)	1
26	Chipjack and Skillwires	Variable Power Pool, 20 base + 24 control cost, No Skill Roll Required (+1); Skills and Related Abilities Only (-2), Only 4 Slots active at once (-1/2); all slots Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), Perceivable (Chipjack may be visible at times; -1/4)	
0	Jack of All Trades	1) +2 with all Non-Combat Skills; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), Perceivable (Chipjack may be visible at times; -1/4) Real Cost: 13	
0	Language SPU	2) Universal Translator 14-; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), Perceivable (Chipjack may be visible at times; -1/4) Real Cost: 13	
0	I know Kung-Fu	3) Hand-To-Hand Attack +3d6; Hand-To-Hand Attack (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), Perceivable (Chipjack may be visible at times; -1/4) Real Cost: 8	
85	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (25)

Cost	Complication
15	Social Complication: Secret ID Frequently, Major
5	Dependence: Strong Pain Killers Takes 1d6 Damage (Common; 6 Hours)
5	Rivalry: Professional (Jackfast), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
25	Total Complications Points

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POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
	Chipjack and Skillwires	(continued)	
0	I know Kung Fu	4) +2 with HTH Combat; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -¼), Perceivable (Chipjack may be visible at times; -¼) Real Cost: 11	
0	Woo-Fu	5) +3 with Ranged Combat; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -¼), Perceivable (Chipjack may be visible at times; -¼) Real Cost: 16	
0	Social Skills I	6) Charm 12-; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -¼), Perceivable (Chipjack may be visible at times; -¼) Real Cost: 2	
0	Social Skills II	7) Conversation 12-; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -¼), Perceivable (Chipjack may be visible at times; -¼) Real Cost: 2	
0	Social Skills III	8) Persuasion 12-; Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -¼), Perceivable (Chipjack may be visible at times; -¼) Real Cost: 2	
\$6000	U-SHL "Shellie" Blaster Pistol	Blast 8d6; OAF (-1), 16 clips of 32 Charges (+¾)	[32]
\$700	IC Combat Clothing	Resistant Protection (4 PD/4 ED); IIF (-¼), Requires A Roll (14- roll; -¼)	
\$3600	U-BI Binoculars	Absolute Range Sense plus Infrared Perception (Sight Group); OAF (-1) plus Nightvision; OAF (-1) plus Ultraviolet Perception (Sight Group); OAF (-1) plus +12 versus Range Modifier for Sight Group; OAF (-1)	
\$600	Infiltration Kit	+2 with Bugging, Lockpicking, and Security Systems	