Character Name _Ricochet_

Alternate Identities _____

Player Name _Shaughn_

CHARACTERISTICS

Val	Char	Points	Roll
13	STR	3	12-
20	DEX	20	13-
13	CON	3	12-
13	INT	3	12-
13	EGO	3	12-
13	PRE	3	12-
5	OCV	10	
4	DCV	5	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
2/13	PD	0	
2/13	ED	0	
4	REC	0	
20	END	0	
10	BODY	0	**Total Cost**
20	STUN	0	60

CURRENT STATUS

	Maximum	Current
END	20	
BODY	10	
STUN	20	

EXPERIENCE POINTS

Total Points	155
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION

HTH damage (STR/5)d6 _2 ½d6_

Lift _151.6kg_ STR END Cost _3_

Phases 1 2 3 ④ 5 6 7 ⑧ 9 10 11 ⑫

Base OCV _5_ **Base DCV** _4_

Base OMCV _3_ **Base DMCV** _3_

Combat Skill Levels _____

+2 with Ranged Combat

+5 to offset a specific negative OCV modifier with any single attack
_____
_____

Presence Attack (PRE/5)d6 _2 ½d6_

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 v. 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; +(v/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†	-v/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
Offensive Ran...	_½_	_+1_	_-1_	_Disarm, +2 DC to Disarm_
Quick Shot	_½_	_+1_	_+0_	_Strike, +2 DC_

DEFENSES

Type	Amount/Effect
Normal PD	2/13
Resistant PD	0/11
Normal ED	2/13
Resistant ED	0/11
Mental Defense	0
Power Defense	0
Flash Defense	

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

SENSES

Perception Roll (9+INT/5) _12-_

Enhanced and Unusual Senses

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m

Movement SFX _____

CHARACTER INFORMATION

Character Name _Ricochet_
Height __2.00 m__ Weight __100.00 kg__
Hair color __Brown__ Eye color __Brown__

HERO SYSTEM
SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name _____
Genre _____
Gamemaster _Gameknight_

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Climbing	13-
16	+2 with Ranged Combat	
3	Concealment	12-
3	Contortionist	13-
3	Lockpicking	13-
2	Navigation (Land)	12-
5	Sniper Training: +5 to offset a specific	
	negative OCV modifier with any single attack	
3	Shadowing	12-
3	Stealth	13-
8	Survival (Desert, Mountain, Underground,	
	Urban)	12-
3	Tactics	12-
3	Teamwork	13-
3	Tracking	12-
6	WF: Common Melee Weapons, Common Missile	
	Weapons, Small Arms	
5	Offensive Ranged Disarm	
4	Quick Shot	
1	Weapon Element: Rifles	
4	Fringe Benefit (Passport, Weapon Permit	
	(where appropriate), Concealed Weapon	
	Permit (where appropriate))	
3	Absolute Range Sense	
2	Environmental Movement (no penalties on	
	Mountainous Terrain)	
12	Combat Luck (6 PD/6 ED)	

__95__ Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
	Sniper Rifle	Killing Attack – Ranged 2d6 (30 APs); OAF (-1), Real Weapon (-¼), Beam (-¼), 4 clips of 8	
		Charges (-0)	[8]
		Resistant Protection (5 PD/5 ED) (15 APs); OIF (-½), Real Armor (-¼)	

__0__ Total Powers/Equipment Cost

MATCHING COMPLICATIONS (__25__)

Cost	Complication	
20	Hunted: Government Authorities Infrequently (Mo Pow; NCI; Harshly Punish)	Infrequently
5	Social Complication: Subject to orders Infrequently, Minor	

__25__ Total Complications Points