

Character Name Kinetik
 Alternate Identities Brendan Grant
 Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>15</u>	STR	<u>5</u>	<u>12-</u>
<u>26</u>	DEX	<u>32</u>	<u>14-</u>
<u>23</u>	CON	<u>13</u>	<u>14-</u>
<u>18</u>	INT	<u>8</u>	<u>13-</u>
<u>14</u>	EGO	<u>4</u>	<u>12-</u>
<u>12</u>	PRE	<u>2</u>	<u>11-</u>
<u>9</u>	OCV	<u>30</u>	
<u>9</u>	DCV	<u>30</u>	
<u>4</u>	OMCV	<u>3</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>7</u>	SPD	<u>50</u>	
<u>9/25</u>	PD	<u>7</u>	
<u>8/24</u>	ED	<u>6</u>	
<u>8</u>	REC	<u>4</u>	
<u>50</u>	END	<u>6</u>	
<u>10</u>	BODY	<u>0</u>	Total Cost
<u>30</u>	STUN	<u>5</u>	<u>208</u>

CURRENT STATUS

	Maximum	Current
END	<u>50</u>	_____
BODY	<u>10</u>	_____
STUN	<u>30</u>	_____

VITAL INFORMATION

HTH damage (STR/5)d6 3d6
 Lift 200kg STR END Cost 1
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 9 Base DCV 9
 Base OMCV 4 Base DMCV 4
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 2d6

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
Passing Strike	½	+1	+0	5d6 +v/10; FMove
Passing Throw	½	+0	+0	5d6 +v/10; Target Falls; FMove
Rapid Punch	½	+1	-2	9d6 Strike

DEFENSES

Type	Amount/Effect
Normal PD	<u>9/25</u>
Resistant PD	<u>0/16</u>
Normal ED	<u>8/24</u>
Resistant ED	<u>0/16</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____

SENSES

Perception Roll (9+INT/5) 13-
 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	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>
Flight	<u>40m</u>	<u>80m</u>

Movement SFX _____

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



Campaign Name Champions
Genre Champions
Gamemaster _____

Cost	Name	Roll
3	Breakfall	14-
2	CK: Millennium City	11-
2	PS: Scientist	11-
3	Sleight Of Hand	14-
3	Scientist	
2	1) Science Skill: Biochemistry	13-
1	2) Science Skill: Microbiology	11-
2	3) Science Skill: Physics	13-
0	Martial Arts: Martial Arts: Speedster Martial Arts	
5	1) Passing Strike	
5	2) Passing Throw	
5	3) Rapid Punch (Sacrifice Strike)	
8	+2 HTH Damage Class(es)	
3	Lightning Calculator	
4	Speed Reading (x10)	

48 Total Skills, Perks, & Talents Cost

144 **Total Powers/Equipment Cost**

75 Total Complications Points

30	Dependent NPC: Joyce, Ronnie, and Phillip Frequently (Incompetent; Unaware of character's Secret ID; Group DNPC: x3 DNPCs)	Frequent
10	Hunted: The New Purple Gang Frequently (Less Pow; Capture/Kill)	Frequent
15	Social Complication: Secret Identity (Brendan Grant) Frequently, Major	
20	Vulnerability: 2 x STUN from Chemical Attacks (Common)	