Character Name _	<u>Ogre</u>
Alternate Identities	Jack Stevens
Player Name	



CHARACTERISTICS					
Val	Char	Points	Roll		
_65	STR	_55_	22-		
20	DEX	20	<u>13-</u>		
_33	CON	_23	<u>16-</u>		
5	INT	5	10		
10	EG0	0	<u>11-</u>		
25	PRE	15	<u>14-</u>		
6	OCV	15			
6	DCV	15			
3	OMCV	0			
3	DMCV	0			
4	SPD	20			
_ 30	PD	28			
24	ED	_22_			
20	REC	16			
_ 65	END	9			
20	BODY	10	Total Cost		
74	STUN	27	<u>270</u>		

CURRENT STATUS				
	Maximum	Current		
END	65			
BODY	20			
STUN	74			

VITAL INFORMATION
HTH damage (STR/5)d6 13d6
Lift <u>204.8tons</u> STR END Cost <u>6</u>
Phases 1 234 567 8910 11 12
Base OCV <u>6</u> Base DCV <u>6</u>
Base OMCV <u>3</u> Base DMCV <u>3</u>
Combat Skill Levels
+3 with HTH Combat
Presence Attack (PRE/5)d65d6

HERO SYSTEM SIXTH EDITION

EXPERIENCE POINTS				
Total Points	408			
Total Experience Earned	0			
Experience Spent	8			
Experience Unspent	0			
	_			

	HIT LO	CA	ΓΙΟΝ	N CH	AF	₹T
3d6 Roll	Location	STUN X	N STUN	BODY X	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	rage D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
Armo	r Notes					

ATT	ACK	S &	& M	ANEUVERS
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; +(v/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 ½ 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				
Туре	Amount/Effect			
Normal PD	30			
Resistant PD	0			
Normal ED	24			
Resistant ED	0			
Mental Defense	0			
Power Defense	0			
Flash Defense				

SENSES	
Perception Roll (9+INT/5)12-	_
Enhanced and Unusual Senses	
+2 PER with all Sense Groups	_
	_
	_
	_
	_

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -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 lo	cation

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	46m	92m		
V. Leap (2m)	23m	46m		
<u>Tunneling</u>	lm	<u>lm</u>		
Movement SFX				

CHARACTER INFORMATION

Character Name Ogre

Height <u>2.00 m</u> Weight <u>100.00 kg</u> Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION

Campaign Name <u>Champions</u>

Genre <u>Champions</u>

Gamemaster _____

SKILLS, PERKS, & TALENTS		
Cost	Name	Roll
24	+3 with HTH Combat	11011
1	KS: The Superhuman World	8-
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25	Total Skills, Perks, & Talents	Cost

Cost	Name	Power/Equipment (1)	END
13	Roomsweeper	Area Of Effect (Im Radius; +4) for up to 65 APs of STR, Personal Immunity (+4) (20 APs);	
		Extra Time (Full Phase, -½)	2
8	Roomsweeper	Hand-To-Hand Attack +13d6 (Custom Adder), Area Of Effect (Im Radius; +¼), Personal	
		Immunity (+4) (15 APs); Extra Time (Full Phase, -½), Hand-To-Hand Attack (-½)	
0	Strike	Hand-To-Hand Attack +13d6 (Custom Adder); Hand-To-Hand Attack (-4)	
13	Devolutionized Body:	Hardened (+¼) (7 APs) applied to PD plus Hardened (+¼) (6 APs) applied to ED	
34	Devolutionized Body	Resistant (+½) for 30 PD/24 ED, Hardened (+¼) (34 APs)	
21	Super-Strong Legs	Leaping +42m (46m forward, 23m upward)	2
18	Super-Strength	Tunneling Im through 15 PD material (31 APs); Requires A Roll (STR roll; -½), no Noncombat	
	Smash-Through	movement (-¼)	_3_
6	Animalistic Senses	+2 PER with all Sense Groups	
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MATCHING COMPLICATIONS (75)				
Cost	Complication			
_30	Enraged: Berserk in combat (Very Common), go II-, recover I4-			
15	Psychological Complication: Devolutionized Memory (Common; Strong)			
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)			
l				
<u>75</u>	Total Complications Points			