

Character Name Eclipse
 Alternate Identities Craig Cline
 Player Name RAMPAGE

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
13	DEX	6	12-
18	CON	8	13-
13	INT	3	12-
10	EGO	0	11-
10	PRE	0	11-
5	OCV	10	
5	DCV	10	
2	OMCV	-3	
2	DMCV	-3	
4	SPD	20	
4/9	PD	2	
4/9	ED	2	
10	REC	6	
30	END	2	
10	BODY	0	
40	STUN	10	
			Total Cost
			<u>78</u>

CURRENT STATUS

	Maximum	Current
END	<u>30</u>	
BODY	<u>10</u>	
STUN	<u>40</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 5 Base DCV 5
 Base OMCV 2 Base DMCV 2
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 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	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 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
Basic Strike	½	+1	+0	6d6 Strike
Defensive Stri...	½	+1	+3	4d6 Strike
Takedown	½	+1	+1	4d6 Strike; Target Falls
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort

DEFENSES

Type	Amount/Effect
Normal PD	<u>4/9</u>
Resistant PD	<u>0/5</u>
Normal ED	<u>4/9</u>
Resistant ED	<u>0/5</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>
Swinging	<u>18m</u>	<u>36m</u>

Movement SFX _____

CHARACTER INFORMATION

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

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name _____
 Genre _____
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acrobatics	12-
3	Breakfall	12-
3	Stealth	12-
3	Combat Driving	12-
3	Combat Piloting	12-
3	Mechanics	12-
1	WF: Vehicle Weapons	
3	Charm	11-
3	Interrogation	11-
2	KS: Criminal Operations	11-
3	Streetwise	11-
3	Tracking	12-
4	+1 HTH Damage Class(es)	
1	Weapon Element: Chain & Rope Weapons	
3	Basic Strike	
5	Defensive Strike	
3	Takedown	
4	Martial Dodge	
12	Combat Luck (6 PD/6 ED)	

65 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
	Chains & Ropes	all slots OAF Expendable (Easy to obtain new Focus; -1), Restrainable (-1/2), Unified Power (-1/4)	
12		1) Reflection (SI APs' worth) (34 APs); OAF Expendable (Easy to obtain new Focus; -1), Restrainable (-1/2), Unified Power (-1/4)	3
7		2) Hand-To-Hand Attack +4d6 (20 APs); OAF Expendable (Easy to obtain new Focus; -1), Restrainable (-1/2), Hand-To-Hand Attack (-1/4), Unified Power (-1/4)	2
3		3) Swinging 18m (9 APs); OAF Expendable (Easy to obtain new Focus; -1), Restrainable (-1/2), Unified Power (-1/4)	1
2		4) Stretching 8m (8 APs); OAF Expendable (Easy to obtain new Focus; -1), Restrainable (-1/2), Limited Body Parts (Extended reach or chain or rope; -1/4), no Noncombat Stretching (-1/4), Unified Power (-1/4)	1
	Chain Under Armor	all slots OIF (-1/2)	
8		1) Resistant Protection (5 PD/5 ED) (15 APs); OIF (-1/2), Requires A Roll (14- roll; -1/4)	
32	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (25)

Cost	Complication	
20	Hunted: Viper Very Frequently (As Pow; Harshly Punish)	Very Frequently
5	Unluck: 1d6	
25	Total Complications Points	