

Character Name Pulsar

Alternate Identities Frank Costen

Player Name \_\_\_\_\_

# HERO

## SYSTEM

### SIXTH EDITION

#### CHARACTERISTICS

Val	Char	Points	Roll
<u>15</u>	STR	<u>5</u>	<u>12-</u>
<u>23</u>	DEX	<u>26</u>	<u>14-</u>
<u>23</u>	CON	<u>13</u>	<u>14-</u>
<u>10</u>	INT	<u>0</u>	<u>11-</u>
<u>11</u>	EGO	<u>1</u>	<u>11-</u>
<u>15</u>	PRE	<u>5</u>	<u>12-</u>
<u>7</u>	OCV	<u>20</u>	
<u>7</u>	DCV	<u>20</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>6</u>	SPD	<u>40</u>	
<u>13/23</u>	PD	<u>11</u>	
<u>17/27</u>	ED	<u>15</u>	
<u>10</u>	REC	<u>6</u>	
<u>45</u>	END	<u>5</u>	
<u>14</u>	BODY	<u>4</u>	<b>Total Cost</b>
<u>50</u>	STUN	<u>15</u>	<u>189</u>

#### CURRENT STATUS

	Maximum	Current
END	<u>45</u>	_____
BODY	<u>14</u>	_____
STUN	<u>50</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 7 Base DCV 7

Base OMCV 3 Base DMCV 4

Combat Skill Levels \_\_\_\_\_

+3 with Energy Powers Multipower

+2 with Flight

\_\_\_\_\_

\_\_\_\_\_

Presense Attack (PRE/5)d6 3d6

#### EXPERIENCE POINTS

Total Points	<u>400</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
Aikido Throw	½	+0	+1	3d6 +v/10, Target Falls
Boxing Cross	½	+0	+2	5d6 Strike
Choke	½	-2	+0	Grab One Limb; 2d6 NND
Karate "Chop"	½	-2	+0	HKA 1 ½d6

#### DEFENSES

Type	Amount/Effect
Normal PD	<u>13/23</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>17/27</u>
Resistant ED	<u>0/10</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____

#### SENSES

Perception Roll (9+INT/5) 11-

Enhanced and Unusual Senses

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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#### 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>
Flight	<u>20m</u>	<u>40m</u>
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

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



Campaign Name Champions  
Genre Champions  
Gamemaster \_\_\_\_\_

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Cost	Complication	
20	<i>Hunted: VIPER Infrequently (Mo Pow; NCI; Capture)</i>	Infrequent
15	<i>Psychological Complication: Overconfidence (Very Common; Moderate)</i>	
15	<i>Social Complication: Secret Identity (Frank Costen) Frequently, Major</i>	
10	<i>Unluck: 2d6</i>	
15	<i>Vulnerability: 1 ½ x STUN from Physical HKAs (Very Common)</i>	
<b>75</b>	<b>Total Complications Points</b>	