

Character Name Li'l Rocket

Alternate Identities Jerry Jackson Vahn

Player Name Jerry Varvel

# HERO

## SYSTEM

### SIXTH EDITION

#### CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
27	DEX	34	14-
14	CON	4	12-
15	INT	5	12-
13	EGO	3	12-
13	PRE	3	12-
9	OCV	30	
9	DCV	30	
3	OMCV	0	
3	DMCV	0	
8	SPD	40	
6/16	PD	-1	
6/16	ED	-1	
7	REC	3	
27	END	2	
12	BODY	2	
45	STUN	13	
			<b>Total Cost</b>
			166

#### CURRENT STATUS

	Maximum	Current
END	27	
BODY	12	
STUN	45	

#### 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 3 Base DMCV 3

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Presense Attack (PRE/5)d6 2 1/2d6

#### EXPERIENCE POINTS

Total Points	400
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

#### 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	x1/2	x1/2	-6	/
7-8	Arms	x2	x1/2	x1/2	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1 1/2	x1	-7	/
13	Vitals	x4	x1 1/2	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x1/2	x1/2	-6	/
17-18	Feet	x1	x1/2	x1/2	-8	/
						Average Def _____
						DCV Modifier _____ Total Weight _____
Armor Notes						

#### ATTACKS & MANEUVERS

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; +(w/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†	-w/10	-3	STR + v/6; you take 1/2 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

Type	Amount/Effect
Normal PD	6/16
Resistant PD	6/16
Normal ED	6/16
Resistant ED	6/16
Mental Defense	5
Power Defense	5
Flash Defense	

#### SENSES

Perception Roll (9+INT/5) 12-/15-

Enhanced and Unusual Senses

+3 PER with Sight Group (6 APs); Ol...

#### 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)	8m	16m
Swim (4m)	2m	4m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
Flight	40m	80m

Movement SFX \_\_\_\_\_

## CHARACTER INFORMATION

Character Name Li'l Rocket  
 Height 1.00 m Weight 22.00 kg  
 Hair color Brown Eye color Brown

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name New Champions Protocol  
 Genre Super Heroic  
 Gamemaster Jim Dickinson

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acrobatics	14-
3	Acting	12-
3	Breakfall	14-
3	Computer Programming	12-
3	Contortionist	14-
3	Disguise	12-
3	Electronics	12-
3	Inventor	12-
3	Mechanics	12-
3	Science Skill: Magnetism	12-
12	Intellect Skill Levels: +3 with all Intellect Skills, all Interaction Skills, or a similar broad group	
3	Stealth	14-
3	Speed Tricks: Power	11-
6	Money: Wealthy	
3	Absolute Time Sense	
3	Ambidexterity (no Off Hand penalty)	
3	Bump Of Direction	
3	Lightning Calculator	
4	Speed Reading (x10)	
4	Double Jointed	
5	Eidetic Memory	

**79** Total Skills, Perks, & Talents Cost

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
40	Surface Running	Flight 40m, No Turn Mode (+¼), Reduced Endurance (0 END; +½) (70 APs); Limited Power Power loses about a fourth of its effectiveness (½ Power in Intense Magnetic Fields; -¼), Limited Power Power loses about a fourth of its effectiveness (Only in Contact with a Surface; -¼), IIF (Boots And Gloves; -¼)	
27	Repeating Punch	HA +6d6, Autofire (3 shots; +¼), Reduced Endurance (0 END; +1) (67 APs); Linked (Surface Running; -½), Hand-To-Hand Attack (-¼), IIF (Boots and Gloves; -¼), Limited Power Power loses about a fourth of its effectiveness (½ Power in Intense Magnetic Fields; -¼), Limited Power Power loses about a fourth of its effectiveness (Only in Contact with a Surface; -¼)	
0	Repeating Punch w/STR	HA +9d6 (Custom Adder), Autofire (3 shots; +¼); Linked (Surface Running; -½), Hand-To-Hand Attack (-¼), IIF (Boots and Gloves; -¼), Limited Power Power loses about a fourth of its effectiveness (Only in Contact with a Surface; -¼)	
	Suit	all slots OIF (Suit; -½), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
7		1) Physical Damage Reduction, Resistant, 25% (15 APs); OIF (Suit; -½), Unified Power (Suit; -¼), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
7		2) Energy Damage Reduction, Resistant, 25% (15 APs); OIF (Suit; -½), Unified Power (Suit; -¼), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
3		3) +3 PER with Sight Group (6 APs); OIF (Suit; -½), Unified Power (Suit; -¼), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
7	Magnetic Suit Fibers	4) Resistant Protection (10 PD) (15 APs); OIF (Suit; -½), Unified Power (Suit; -¼), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
7	Magnetic Suit Fibers	5) Resistant Protection (10 ED) (15 APs); OIF (Suit; -½), Unified Power (Suit; -¼), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
7	Magnetic Suit Fibers	6) Resistant Protection (5 Mental Defense/5 Power Defense) (15 APs); OIF (Suit; -½), Unified Power (Suit; -¼), ½ Effect in Intense Magnetic Fields Power loses about a fourth of its effectiveness (-¼)	
7		+5 PD, Resistant (+½) (7 APs) (Modifiers affect Base Characteristic)	
7		+5 ED, Resistant (+½) (7 APs) (Modifiers affect Base Characteristic)	
16		+2 SPD (20 APs); IIF (Boots; -¼)	
3	Instant Change (Where...	Cosmetic Transform 1d6 (Current clothes Into Super Suit)	1
17	Increased Metabolism	Regeneration (1 BODY per Turn), Can Heal Limbs (21 APs); Costs Endurance (Only Costs END to Activate; -¼)	2

**155** Total Powers/Equipment Cost

## MATCHING COMPLICATIONS ( 75 )

Cost	Complication
15	Secret ID: (Frequently; Major)
15	Must eat 4 times normal: (Frequently; Slightly Impairing)
15	Protective of Innocents: (Common; Strong)
15	Distinctive Features: Midget (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Claustrophobia: (Common; Strong)

**75** Total Complications Points