

Character Name Cypher

Alternate Identities _____

Player Name Shaughn

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll	
<u>30</u>	STR	<u>0</u>	<u>15-</u>	
<u>23</u>	DEX	<u>0</u>	<u>14-</u>	
<u>23</u>	CON	<u>0</u>	<u>14-</u>	
<u>18</u>	INT	<u>8</u>	<u>13-</u>	
<u>15</u>	EGO	<u>5</u>	<u>12-</u>	
<u>15</u>	PRE	<u>0</u>	<u>12-</u>	
<u>8</u>	OCV	<u>0</u>		
<u>8</u>	DCV	<u>0</u>		
<u>5</u>	OMCV	<u>6</u>		
<u>5</u>	DMCV	<u>6</u>		
<u>6</u>	SPD	<u>0</u>		
<u>5/15</u>	PD	<u>3</u>		
<u>5/15</u>	ED	<u>3</u>		
<u>10</u>	REC	<u>0</u>		
<u>60</u>	END	<u>0</u>		
<u>10</u>	BODY	<u>0</u>		Total Cost
<u>37</u>	STUN	<u>0</u>		<u>31</u>

CURRENT STATUS

	Maximum	Current
END	<u>60</u>	_____
BODY	<u>10</u>	_____
STUN	<u>37</u>	_____

VITAL INFORMATION

HTH damage (STR/5)d6	<u>6d6</u>
Lift	<u>1600kg</u> STR END Cost <u>3</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	<u>8</u> Base DCV <u>8</u>
Base OMCV	<u>5</u> Base DMCV <u>5</u>
Combat Skill Levels	_____

Presence Attack (PRE/5)d6	<u>3d6</u>

EXPERIENCE POINTS

Total Points	<u>417</u>
Total Experience Earned	<u>17</u>
Experience Spent	<u>17</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

DEFENSES

Type	Amount/Effect
Normal PD	<u>5/15</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>5/15</u>
Resistant ED	<u>0/10</u>
Mental Defense	<u>15</u>
Power Defense	<u>10</u>
Flash Defense	_____

SENSES

Perception Roll (9+INT/5)	<u>13-</u>
Enhanced and Unusual Senses	
<u>Clairensience (Sight And Hearing G...</u>	
<u>Telepathy 9d6 (Machine class of mi...</u>	
<u>High Range Radio Perception (Radio...</u>	

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>
<u>Teleportation</u>	<u>60m</u>	<u>120m</u>
Movement SFX		

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



Campaign Name New Champions
Genre Superheroic
Gamemaster Jim (GameKnight)

Cost	Name	Roll
3	Bugging	13-
3	Computer Programming	13-
3	Concealment	13-
3	Cryptography	13-
3	Electronics	13-
3	Forgery	13-
3	Inventor	13-
3	Mechanics	13-
3	Security Systems	13-
3	Systems Operation	13-
4	Computer programmer: PS	14-

Cost	Name	Power/Equipment	END
26	CameraVision	Clairsentience (Sight And Hearing Groups), x8 Range (2,400m) (45 APs); Only Through Cameras and Listening devices (-½), Attack Roll Required (-¼)	4
43	CyberKinesis	Multipower, 54-point reserve, (54 APs); all slots Unified Power (-¼)	
4f	CyberControl	1) Mind Control 8d6 (Machine class of minds), Telepathic (+¼) (50 APs); Unified Power (-¼)	5
1f	CyberIllusions	2) Sight and Radio Groups Images, Area Of Effect (16m Radius; +¾) (26 APs); Limited Power Power loses about half of its effectiveness (Only versus Machines; -1), Unified Power (-¼)	3
3f	Distant Erase/Alter Records	3) Severe Transform 2d6 (Add, alter or remove computer Psych Complications, programs or records, Heal back by same power, reprogramming/re-enter data), Alternate Combat Value (uses OMCV against DCV; +0), Attack Versus Alternate Defense (Mental Defense; +0), Partial Transform (+½) (45 APs); Limited Target ([Limited]; Computer software & files; -½), Unified Power (-¼)	4
4f	CyberPathy	4) Telepathy 9d6 (Machine class of minds) (45 APs); Unified Power (-¼)	4
43	Collection of Gadgets	Multipower, 65-point reserve, (65 APs); all slots OIF (-¼)	
3f	Enervator Ray	1) Drain DCV 4d6, Characteristics (Any 1 characteristic at a time; +½) (60 APs); OAF (-1), 16 Charges (-0)	[16]
2f	Laser Pistol	2) Killing Attack - Ranged 2d6, Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼) (45 APs); OAF (-1), 16 Charges (-0)	[16]
3f	Flare Generator	3) Sight Group Flash 10d6, Area Of Effect (8m Cone; +¼) (62 APs); OAF (-1), 16 Charges (-0)	[16]
5f	LtL Robot Army	4) Summon 325-point Robots (65 APs); OIF (-½)	6
46	Force Field Belt	Resistant Protection (10 PD/10 ED/15 Mental Defense/10 Power Defense) (69 APs); OIF (-½)	
43	TP Matrix	Teleportation 60m, x2 Increased Mass (65 APs); OIF (-½)	6
	Physical Enhancements	all slots IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
13	Enhanced STR	1) +20 STR (20 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	2
17		2) +13 DEX (26 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
9		3) +13 CON (13 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
3		4) +5 PRE (5 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
27		5) +4 SPD (40 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
6		6) +18 STUN (9 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
5		7) +40 END (8 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
4		8) +6 REC (6 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
17		9) +5 OCV (25 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
17		10) +5 DCV (25 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	
8	Wideband Senses	11) High Range Radio Perception (Radio Group) (12 APs); IIF (Nanotech Constructed Armor Suit; -¼), Unified Power (-¼)	

352 Total Powers/Equipment Cost

Cost	Complication
15	Social Complication: Secret Identity (Alex Very Frequently, Minor)
10	Psychological Complication: Cannot turn a Blind Eye to Suffering (Uncommon; Strong)
20	Psychological Complication: Code Vs Killing (Common; Total)
30	Hunted: Very Frequently (Mo Pow; NC); Harshly Punish

75 Total Complications Points