

Character Name Maximum Resistance
 Alternate Identities Maxwell Lorentz
 Player Name Darosch

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>10</u>	STR	<u>0</u>	<u>11-</u>
<u>15</u>	DEX	<u>10</u>	<u>12-</u>
<u>15</u>	CON	<u>5</u>	<u>12-</u>
<u>14</u>	INT	<u>4</u>	<u>12-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>13</u>	PRE	<u>3</u>	<u>12-</u>
<u>8</u>	OCV	<u>25</u>	
<u>8</u>	DCV	<u>25</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>6</u>	SPD	<u>40</u>	
<u>4/20</u>	PD	<u>2</u>	
<u>6/26</u>	ED	<u>4</u>	
<u>12</u>	REC	<u>8</u>	
<u>75</u>	END	<u>11</u>	
<u>12</u>	BODY	<u>2</u>	Total Cost
<u>50</u>	STUN	<u>15</u>	<u>157</u>

CURRENT STATUS

	Maximum	Current
END	<u>75</u>	
BODY	<u>12</u>	
STUN	<u>50</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 2d6
 Lift 100kg STR END Cost 1
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 8 Base DCV 8
 Base OMCV 3 Base DMCV 3
 Combat Skill Levels _____

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

EXPERIENCE POINTS

Total Points	<u>417</u>
Total Experience Earned	<u>29</u>
Experience Spent	<u>17</u>
Experience Unspent	<u>12</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	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	<u>4/20</u>
Resistant PD	<u>0/16</u>
Normal ED	<u>6/26</u>
Resistant ED	<u>0/20</u>
Mental Defense	<u>0</u>
Power Defense	<u>10</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 12-
 Enhanced and Unusual Senses
Detect A Large Class Of Things 12- (...)

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)	<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>1m</u>	<u>2m</u>
Teleportation	<u>25m</u>	<u>50m</u>

Movement SFX _____

Hair color Dark Brown Eye color Brown



Gamemaster _____

3	Contact: Fence (Fence/Informtion Broker)	
	(Contact has Contact limited by identity,	
	useful Skills or resources, significant	
	Contacts of his own)	II-
1	Contact: Mr. Rogers (High School Science	
	Teacher) (Contact has Contact limited by	
	identity)	II-

Cost	Name	Power/Equipment	END
5F	Electromagnetic Charge	Multipower, 65-point reserve, (65 APs); all slots Only In Alternate Identity (-¼)	
5F	Electric Arc	1) Blast 13d6 (65 APs); Only In Alternate Identity (-¼)	6
5F	Magnetic Force Blast	2) Blast 10d6+1, Reduced Endurance (½ END; +¼) (65 APs); Only In Alternate Identity (-¼)	2
5F	Shock to the System	3) Entangle 3d6, 3 PD/3 ED, Cannot Be Escaped With Teleportation (+¼), Entangle And Character Both Take Damage (+¼), Area Of Effect (8m Radius; +½) (60 APs); Only In Alternate Identity (-¼)	6
5F	Arc Flash	4) Sight, Radio and Hearing Groups Flash 6 ½d6, Area Of Effect (8m Radius; +½) (64 APs); Only In Alternate Identity (-¼)	6
5F	Outta Sight	5) Invisibility to Sight and Radio Groups, No Fringe, Reduced Endurance (½ END; +¼), Usable Simultaneously (up to 2 people at once; +½), Grantor can take back power at any time, Grantor pays the END whenever the power is used (61 APs); Only In Alternate Identity (-¼)	2
36	Electromagnetic Field	Resistant Protection (16 PD/20 ED) (Impermeable) (54 APs); Costs Endurance (Only Costs END to Activate; -¼), Only In Alternate Identity (-¼)	5
5	Power Shielding	Power Defense (10 points) (10 APs); Linked (Electromagnetic Field; Lesser Power can only be used when character uses greater Power at full value; -¾), Only In Alternate Identity (-¼)	
48	Electromagnetic Shift	Multipower, 60-point reserve, (60 APs); all slots Only In Alternate Identity (-¼)	
5F	Combat Blink	1) Teleportation 25m, No Relative Velocity, Position Shift, Reduced Endurance (½ END; +¼), Armor Piercing (+¼) (60 APs); Only In Alternate Identity (-¼)	2
5F	Charged Transport	2) Teleportation 10m, No Relative Velocity, x64 Noncombat, x8 Increased Mass (60 APs); Only In Alternate Identity (-¼)	6
27	Electromagnetic Sense	Detect A Large Class Of Things 12- (Radio Group), Discriminatory, Targeting, Transmit	
1	Homestead Base	Teleportation: Fixed Location (1 Locations)	
1	Gravity Shift	Flight 1m, Persistent (+¼), Reduced Endurance (0 END; +½), Usable Simultaneously (up to 8 people at once; +¾), Recipient must remain close to Grantor, Grantor pays the END whenever the power is used, Grantor controls the power totally (2 APs); Limited Power Power loses about half of its effectiveness (Only useable for holding position; -1)	
4	Instant Change	Cosmetic Transform 1d6 (One set of clothes to costume and back), Improved Results Group - To Any Clothes (+¼), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger resets automatically, immediately after it activates; +¾) (6 APs); Limited Power - Only to transform clothes currently worn Power loses about a third of its effectiveness (-½)	1
0	Knockback	Blast 2d6. Custom Adder. STUN Only (+0)	

209 Total Powers/Equipment Cost

Cost	Complication
15	Social Complication: Superhero ID Frequently, Major
15	Psychological Complication: Overconfidence (Very Common; Moderate)
20	Hunted: Current Government: Frequently (Mo Pow; Harshly Punish) Frequently
15	Psychological Complication: Protective of the oppressed (Common; Strong)
10	Hunted - Unknown: Infrequently (As Pow; Harshly Punish) Infrequently

51 Total Skills, Perks, & Talents Cost

75 Total Complications Points