Character Name _	Ironclad
Alternate Identities	
Player Name	



CHARACTERISTICS				
Val	Char	Points	Roll	
_60	STR	25	<u>21-</u>	
18	DEX	16	<u>13-</u>	
_30	CON	20	<u> 15-</u>	
13	INT	3	12-	
10	EG0	0	<u>11-</u>	
	PRE	10	<u>13-</u>	
_ 7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		
25	PD	18		
25	ED	18		
20	REC	16		
_60	END	8		
15	BODY	5	Total Cost	
_60	STUN	20	224	

CURRENT STATUS				
	Maximum	Current		
END	60			
BODY	15			
STUN	60			

VITAL INFORMATION
HTH damage (STR/5)d6 12d6
Lift 102.4tons STR END Cost 5
Phases 1 2 ③ 4 ⑤ 6 7 ⑧ 9 ① 11 ①
Base OCV7 Base DCV6
Base OMCV <u>3</u> Base DMCV <u>3</u>
Combat Skill Levels
+4 with HTH Combat
Presence Attack (PRE/5)d6 <u>4d6</u>

HERO System
SIXTH EDITION

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

	HIT LO					
3d6 Roll	Location	STUN	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	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/
17-18	Feet	x1	X½	X½	-8	_/_
			Ave	rage D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
	Modifier r Notes			_	7	1

ATT	ACK	(S	& M	IANEUVERS
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; +(v/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†	-v/10	-3	STR + v/6; you take ½ 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				
Туре	Amount/Effect			
Normal PD	25			
Resistant PD	0			
Normal ED	25			
Resistant ED	0			
Mental Defense	0			
Power Defense	0			
Flash Defense	5 (Sight Group)			

SENSES
Perception Roll (9+INT/5)12-
Enhanced and Unusual Senses
Radio Perception/Transmission (Ra

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3	33-64 -6	65-125 126-250 -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 F	eet loc	ration

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	30m	<u>60m</u>		
V. Leap (2m)	15m	30m		
Movement SFX				

CHARACTER INFORMATION



CAMPAIGN INFORMATION

Campaign Name <u>Champions</u>	_
Genre <u>Champions</u>	
Gamemaster	

Character Name <u>Ironclad</u>				
Height <u>2.00 m</u>	Weight <u>100.00 kg</u>			
Hair color Brown	Eye color <u>Brown</u>			
	J			

0001	Nome	D-"
Cost	Name	Rol
32	+4 with HTH Combat	_
3	Climbing	13-
3	Combat Piloting	13-
1	AK: Malva	8-
2	CK: Millennium City	11-
1	KS: The Superhuman World	8-
0	Language: Perseid (idiomatic)	
2	Language: English (fluent conversation)	
1	Language: Malvan (basic conversation)	
1	Tactics	8-
3	Teamwork	13-
3	TF: Science Fiction & Space Vehicles, Large	
	Motorized Ground Vehicles, V-Jet	
2	WF: Perseid Small Arms	
	W. Tersela Omali Arms	

ost	Name	Power/Equipment	END
0	Strength 12 DCs (6 END)	Hand-To-Hand Attack +12d6 (Custom Adder); Hand-To-Hand Attack (-4/4)	
15	Dorvalan Gladiatorial S	Killing Attack - Hand-To-Hand 2d6 (6d6 w/STR) (30 APs); OAF (-1)	3
20	Ironclad Perseid Physio	Resistant (+½) for 20 PD/20 ED (20 APs)	
9	Iron Body	Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in	
		Intense Heat; Safe in Low Pressure/Vacuum)	
5	Perseid Eyes	Sight Group Flash Defense (5 points)	
35	Metallic Body	$\underline{\textit{Density Increase}} \ (3,\!200 \ \text{kg mass}, +25 \ \text{STR}, +5 \ \text{PD/ED}, -10 \text{m KB}), \\ \textit{Persistent} \ (+\/4), \\ \textit{Reduced}$	
		Endurance (0 END; +½) (35 APs)	
14	Iron Body	Knockback Resistance -14m	
18	Super-Strong Legs	Leaping +26m (30m forward, 15m upward) (Accurate)	2
6	Bracer Communicator	Radio Perception/Transmission (Radio Group) (10 APs); OIF (-½), Affected As Hearing	
		Group As Well As Radio Group (-14)	
			_
			_
			_
			_

MATCHING COMPLICATIONS (75)				
st	Complication			
<u></u>	Hunted: Firewing Infrequently (Mo Pow; Kill)	Infrequently		
_	Hunted: VIPER Infrequently (Mo Pow; NCI; Capture/Kill)	Infrequently		
	Psychological Complication: Code Versus Killing (Common; Strong)			
	Psychological Complication: Overconfidence (Very Common; Moderate)			
_	Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)			
_				
_				
<u>. </u>	Total Complications Points			