

Player Name *Shadowwind*

# HERO SYSTEM SIXTH EDITION

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>	<b>Total Cost</b>
<u>50</u>	STUN	<u>15</u>	<u>157</u>

	Maximum	Current
END	75	
BODY	12	
STUN	50	

<b>Total Points</b>	<u>400</u>
<b>Total Experience Earned</b>	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

**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 ½d6

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

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; +(v/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†	-v/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

Type	Amount/Effect
Normal PD	4/20
Resistant PD	0/16
Normal ED	6/26
Resistant ED	0/20
Mental Defense	0
Power Defense	10
Flash Defense	

Perception Roll (9+INT/5) 12-

## Enhanced and Unusual Senses

## Detect A Large Class Of Things 12- (...)

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
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Head Shot (Head to Shoulders)	-4	1d6+3
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High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Limbs to Legs)	-1	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
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\* Treat a 19 as the Feet location

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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>
Teleportation	35m	2240m

## Movement SFX

## CHARACTER INFORMATION

Character Name Maxwell Lorentz  
 Height 1.82 m Weight 77.00 kg  
 Hair color Dark Brown Eye color Brown

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

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

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acrobatics	12-
2	Acting	10-
3	Breakfall	12-
3	Charm	12-
3	Climbing	12-
3	Computer Programming	12-
3	Concealment	12-
3	Conversation	12-
2	Cryptography	10-
3	Electronics	12-
3	Lockpicking	12-
3	Security Systems	12-
3	Shadowing	12-
3	Sleight Of Hand	12-
3	Stealth	12-
3	Streetwise	12-
2	PS: Thief	11-
2	Science Skill: Physics	11-
3	Contact (Fence/Informtion Broker) (Contact has Contact limited by identity, useful Skills or resources, significant Contacts of his own)	
1	Contact: Mr. Rogers (High School Science Teacher) (Contact has Contact limited by identity)	11-
54	Total Skills, Perks, & Talents Cost	

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
48	Electromagnetic Charge	Multipower, 60-point reserve, (60 APs); all slots Only In Alternate Identity (-¼)	
5f	Electric Arc	1) Blast 12d6 (60 APs); Only In Alternate Identity (-¼)	6
5f	Magnetic Force Blast	2) Blast 9 ½d6, Reduced Endurance (½ END; +¼) (60 APs); Only In Alternate Identity (-¼)	2
5f	Shock to the System	3) Entangle 3d6, 3 PD/3 ED (Custom Adder), 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 6d6, Area Of Effect (8m Radius; +½) (60 APs); Only In Alternate Identity (-¼)	6
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
22	Electromagnetic Sense	Detect A Large Class Of Things 12- (Unusual Group), Sense, Targeting	
189	Total Powers/Equipment Cost		

## MATCHING COMPLICATIONS ( 75 )

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) <span style="float: right;">Frequently</span>
15	Psychological Complication: Protective of the oppressed (Common; Strong)
10	Hunted - Unknown: Infrequently (As Pow; Harshly Punish) <span style="float: right;">Infrequently</span>
75	Total Complications Points