

Character Name Daisy Tinsworth
 Alternate Identities Sunbeam
 Player Name Sveta

HERO

SYSTEM

SIXTH EDITION

CHARACTERISTICS				
Val	Char	Points	Roll	
<u>65</u>	STR	<u>55</u>	<u>22-</u>	
<u>18</u>	DEX	<u>16</u>	<u>13-</u>	
<u>27</u>	CON	<u>17</u>	<u>14-</u>	
<u>18</u>	INT	<u>8</u>	<u>13-</u>	
<u>20</u>	EGO	<u>10</u>	<u>13-</u>	
<u>23</u>	PRE	<u>13</u>	<u>14-</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>5</u>	SPD	<u>30</u>		
<u>17/27</u>	PD	<u>15</u>		
<u>17/27</u>	ED	<u>15</u>		
<u>12</u>	REC	<u>8</u>		
<u>50</u>	END	<u>6</u>		
<u>18</u>	BODY	<u>8</u>		
<u>60</u>	STUN	<u>20</u>		
Total Cost			<u>279</u>	

CURRENT STATUS		
	Maximum	Current
END	<u>50</u>	
BODY	<u>18</u>	
STUN	<u>60</u>	

VITAL INFORMATION	
HTH damage (STR/5)d6	<u>13d6</u>
Lift <u>204.8tons</u>	STR END Cost <u>6</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>3</u>	Base DMCV <u>3</u>
Combat Skill Levels	
Presence Attack (PRE/5)d6	<u>4 1/2d6</u>

EXPERIENCE POINTS	
Total Points	<u>400</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</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	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>17/27</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>17/27</u>
Resistant ED	<u>0/10</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

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						

SENSES	
Perception Roll (9+INT/5)	<u>13-</u>
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>20m</u>	<u>40m</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>28m</u>	<u>56m</u>
Movement SFX		

CHARACTER INFORMATION

Character Name Daisy Tinsworth
 Height 2.80 m Weight 364.00 kg
 Hair color Chocolate Brown / Deep Goldenrod Eye color Hazel / Amber

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name GameKnight's TTS Game
 Genre Westmarch - DD Won
 Gamemaster Westmarch

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acting	14-
3	Conversation	14-
3	Streetwise	14-
3	Shadowing	13-
2	Paramedics	10-
2	Restaurants: CK	11-
2	Telecommunication Protocols: KS	11-
3	Common Street Rumors: AK	13-
3	Chef: PS	14-

6 Contact (Rover the Pickpocket) (Contact has useful Skills or resources, Good relationship with Contact) 13-

30 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
15	Dragon Wings	Flight 28m, Position Shift (33 APs); Restrained (-1/2), Increased Endurance Cost (x2 END; -1/2), Unified Power (Draconic Power; -1/4)	6
4	Draconic Resilience	Life Support (Eating: Character only has to eat once per week; Extended Breathing: 1 END per Turn; Longevity: 200 Years; Sleeping: Character only has to sleep 8 hours per week)	
24	Draconic Hide	Resistant Protection (10 PD/10 ED) (30 APs); Unified Power (Draconic Power; -1/4)	
35	Light Manipulation	Multipower, 52-point reserve, (52 APs); all slots Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	
1f	Humanoid Illusion	1) Shape Shift (Sight, Hearing and Touch Groups), Costs END Only To Change Shape (+1/4) (22 APs); Lockout (-1/2), Perceivable (The Illusion is imperfect; -1/4), Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	2
3f	Revealing Light	2) Dispel Darkness based Powers 11 1/2d6, Dark based powers (+1/2) (52 APs); Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	5
1f	Revealing Light	3) <i>Revealing Light:</i> Hearing Group Images, +/-4 to PER Rolls, Reduced Endurance (1/2 END; +1/4), Area Of Effect (64m Cone; +1) (38 APs); Only To Create Light (-1), No Range (-1/2), Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	4
3f	Swallow the Light	4) Dispel Light Based Powers 11 1/2d6, Light based Powers (+1/2) (52 APs); Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	5
3f	Swallow the Light	5) Darkness to Sight Group 14m Cone, Personal Immunity (+1/4), Costs Endurance Only To Activate (+1/4) (52 APs); No Range (-1/2), Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	4
2f	Light Shot	6) Blast 10d6 (50 APs); Beam (-1/4), No Knockback (-1/4), Unified Power (Light Manipulation; -1/4), Incantations (-1/4)	5
91	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (75)

Cost	Complication
10	Distinctive Features: Dragon. Wings, scales, tail, whole nine yards. (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
15	Hunted: NexHuman Infrequently (Mo Pow; Harshly Punish) Infrequently
15	Secret Identity: Daisy Tinsworth: Frequently, Major
10	Psychological Complication: Pride (Common; Moderate)
15	Physical Complication: Large and Unwieldy (Frequently; Slightly Impairing)
10	Unluck: 2d6
75	Total Complications Points