

Character Name Field Effect
 Alternate Identities Jean Giovannoni
 Player Name David Abzug

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>45</u>	STR	<u>35</u>	<u>18-</u>
<u>23</u>	DEX	<u>26</u>	<u>14-</u>
<u>23</u>	CON	<u>13</u>	<u>14-</u>
<u>18</u>	INT	<u>8</u>	<u>13-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>23</u>	PRE	<u>13</u>	<u>14-</u>
<u>7</u>	OCV	<u>20</u>	
<u>7</u>	DCV	<u>20</u>	
<u>1</u>	OMCV	<u>-6</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>5</u>	SPD	<u>30</u>	
<u>30</u>	PD	<u>12</u>	
<u>30</u>	ED	<u>12</u>	
<u>16</u>	REC	<u>12</u>	
<u>50</u>	END	<u>6</u>	
<u>13</u>	BODY	<u>3</u>	
<u>60</u>	STUN	<u>20</u>	
			Total Cost
			<u>228</u>

CURRENT STATUS

	Maximum	Current
END	<u>50</u>	
BODY	<u>13</u>	
STUN	<u>60</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 9d6
 Lift 12.8 tons STR END Cost 4
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 7 Base DCV 7
 Base OMCV 1 Base DMCV 3
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 4 1/2d6

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>30</u>
Resistant PD	<u>16</u>
Normal ED	<u>30</u>
Resistant ED	<u>16</u>
Mental Defense	<u>11</u>
Power Defense	<u>11</u>
Flash Defense	<u>8 (Sight Group)</u>

SENSES

Perception Roll (9+INT/5) 13-
 Enhanced and Unusual Senses

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>33m</u>	<u>66m</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>

Movement SFX _____

Character Name Field Effect
Height 1.63 m Weight 61.00 kg
Hair color Brown Eye color Blue



Campaign Name _____
Genre _____
Gamemaster _____

[illegible]

Cost	Name	Power/Equipment	END
3	Instant Change	Cosmetic Transform Id6, Trigger (+¾) (5 APs); Limited Target (-½)	1
23	Field Manipulation I	Multipower, 40-point reserve, Max 20 pts per slot (-¼); all slots OIHI (-¼), Gest (-¼)	
If		1) Running +20m (33m total); OIHI (-¼), Gest (-¼)	2
If		2) Clinging (65 STR); OIHI (-¼), Gest (-¼)	
If		3) Stretching 20m; OIHI (-¼), Gest (-¼)	2
If		4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OIHI (-¼), Gest (-¼)	
If		5) Absorption 10 BODY (Energy, Speed), (return rate 5/minute; +1); OIHI (-¼), Gest (-¼)	
If		6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OIHI (-¼), Gest (-¼)	
If		7) Damage Negation (-2 DCs Physical, -2 DCs Energy) (20 APs); OIHI (-¼), Gest (-¼)	
If		8) Healing BODY 2d6 (20 APs); Self Only (-½), OIHI (-¼), Gest (-¼)	2
If		9) Invisibility to Sight Group (20 APs); OIHI (-¼), Gest (-¼)	2
If		10) +20 STR; OIHI (-¼), Gest (-¼)	2
30	Field Manipulation II	: Variable Advantage on 45 pts Strength (+½ Advantages; +1) for up to 45 APs; OIHI (-¼), Gestures (-¼)	4
32	The Field	Res Prot (16 PD/16 ED); OIHI (-¼), Unified (-¼)	
7	The Field	Power Def (11 points); OIHI (-¼), Unified (-¼)	
7	The Field	Mental Def (11 points total); OIHI (-¼), Unified (-¼)	
5	The Field	Sight Group Flash Defense (8 points); OIHI (-¼), Unified (-¼)	
117	Total Powers/Equipment Cost		

Cost	Complication
10	Hunted: Whoever GameKnight wants to hunt my ass: Infrequently (As Pow; Harshly Punish) Infrequently
5	Psychological Complication: Hears constant stage direction in her head, and sometimes follows it.: (Uncommon; Moderate)
10	Psych: Competitive: (Common; Moderate)
15	Physical Complication: Occasionally Teleported to more "Interesting" places: (Infrequently; Greatly Impairing)
15	Susceptibility: When Teleported: 3d6 damage Instant (Uncommon)
10	Physical Complication: Her director can take over the field when needed for dramatic purposes: (Infrequently; Slightly Impairing)
10	Social: Secret ID: Infrequently, Major
75	Total Complications Points