

Character Name Eagle King
Alternate Identities Rudolph "Rudy" Sharp
Player Name teneki

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>55</u>	STR	<u>10</u>	<u>20-</u>
<u>10</u>	DEX	<u>0</u>	<u>11-</u>
<u>25</u>	CON	<u>10</u>	<u>14-</u>
<u>20</u>	INT	<u>10</u>	<u>13-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>25</u>	PRE	<u>15</u>	<u>14-</u>
<u>8</u>	OCV	<u>25</u>	
<u>6</u>	DCV	<u>15</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>4</u>	SPD	<u>0</u>	
<u>17/27</u>	PD	<u>6</u>	
<u>17/27</u>	ED	<u>6</u>	
<u>20</u>	REC	<u>16</u>	
<u>60</u>	END	<u>8</u>	
<u>16</u>	BODY	<u>6</u>	Total Cost
<u>44</u>	STUN	<u>12</u>	<u>141</u>

CURRENT STATUS

	Maximum	Current
END	<u>60</u>	
BODY	<u>16</u>	
STUN	<u>44</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 11d6
Lift 51.2tons STR END Cost 5
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV 8 Base DCV 6
Base OMCV 3 Base DMCV 3
Combat Skill Levels
+2 with HTH Combat
Presence Attack (PRE/5)d6 5d6

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	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						

ATTACKS & MANEUVERS

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; +(w/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

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	

SENSES

Perception Roll (9+INT/5) 13-/27-
Enhanced and Unusual Senses
+10 PER with Sight Group (20 APs)...
Ultraviolet Perception (Sight Group)...
+4 versus Range Modifier for Sight...
Increased Arc Of Perception (240 De...
+4 PER with Normal Hearing (4 APs)...

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						

MOVEMENT

Type	Combat	Noncombat
Run (12m)	<u>14m</u>	<u>28m</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>30m</u>	<u>60m</u>
Tunneling	<u>6m</u>	<u>12m</u>
Movement SFX		

Character Name Eagle King
Height 3.06 m Weight 137.00 kg
Hair color White and gold feathers Eye color Brown



Campaign Name _____
Genre Phantom Mouse
Gamemaster _____

Cost	Name	Roll
16	+2 with HTH Combat	
3	Deduction	13-
3	KS: Museum	13-
3	CK: Campaign starting city	13-
3	Stealth	11-
3	Shadowing	13-
3	Streetwise	14-
2	Survival (Urban)	13-

1	<u>Fringe Benefit (Weapon Permit (where appropriate))</u>
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Cost	Name	Power/Equipment	END
25	Larger	Growth (+15 STR, +5 CON, +5 PRE, +3 PD, +3 ED, +3 BODY, +6 STUN, +1m Reach, +12m Running, -6m KB, 101-800 kg, +2 to OCV to hit, +2 to PER Rolls to perceive character, 2-4m tall, 1-2m wide), Costs Endurance Only To Activate (+¼) (31 APs); Only In Alternate Identity (-¼)	2
28	Giant's Strength	+35 STR (35 APs); Only In Alternate Identity (-¼)	3
4	Great Endurance	+5 CON (5 APs); Only In Alternate Identity (-¼)	
16	Enchanted Speed	+2 SPD (20 APs); Only In Alternate Identity (-¼)	
24	Strong Hide	Resistant Protection (10 PD/10 ED) (30 APs); Only In Alternate Identity (-¼)	
7	Strong Physical Hide	+9 PD (9 APs); Only In Alternate Identity (-¼)	
7	Strong energy resistan...	+9 ED (9 APs); Only In Alternate Identity (-¼)	
13	Gliding feathers	Flight 30m (30 APs); Gliding (-1), Only In Alternate Identity (-¼)	
16	Eagle's sight	+10 PER with Sight Group (20 APs); Only In Alternate Identity (-¼)	
4	Eagle's UV Perception	Ultraviolet Perception (Sight Group) (5 APs); Only In Alternate Identity (-¼)	
5	Eagle's Range	+4 versus Range Modifier for Sight Group (6 APs); Only In Alternate Identity (-¼)	
8	Eagle's Sight radius	Increased Arc Of Perception (240 Degrees) with all Sense Groups (10 APs); Only In Alternate Identity (-¼)	
3	Eagle's Hearing	+4 PER with Normal Hearing (4 APs); Only In Alternate Identity (-¼)	
12	Talons	Killing Attack - Hand-To-Hand 1d6 (4 ½d6 w/STR) (15 APs); Only In Alternate Identity (-¼)	1
13		Killing Attack - Ranged 2d6 (30 APs); OAF (Gun; -1), 4 clips of 6 Charges (-¼)	[6]
18		Telekinesis (25 STR), Area Of Effect Nonselective (4m Radius; +¼) (49 APs); No Range (-½), Limited Power Power loses about a third of its effectiveness (only to push away; -½), Gestures (Requires both hands; must clap hands; -½), Only In Alternate Identity (-¼)	5
19	Punch Through Areas	Tunneling 6m through 9 PD material (24 APs); Only In Alternate Identity (-¼)	2
222	Total Powers/Equipment Cost		

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Cost	Complication	
15	Social Complication: Secret ID Frequently, Major	
20	Hunted: Mystery connected to the Destroyer's troops Infrequently (Mo Pow; NC); Harshly Punish	Infrequent
20	Psychological Complication: Will not kill (Common; Total)	
10	Psychological Complication: Actively trying to avoid public attention (Uncommon; Strong)	
10	Psychological Complication: Protective of Innocents (Uncommon; Strong)	
75	Total Complications Points	