

# HERO SYSTEM SIXTH EDITION

HIT LOCATION CHART						
3d6		STUN	N	BODY	To	Defense/
Roll	Location	x	STUN	x	Hit	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						

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)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
<u>Teleportation</u>	10m	20m
_____	_____	_____
_____	_____	_____
Movement SFX _____		

Character Name Doc Oddity  
Height 1.84 m Weight 84.00 kg  
Hair color Auburn Eye color Brown



Campaign Name New Champions  
Genre Superheroic  
Gamemaster GameKnight

Cost	Name	Roll
3	KS: Alternate Dimensions	14-
3	KS: The Transdimensional Port Authority	14-
3	KS: Association of Scientists Supreme	14-
3	Bugging	14-
3	Concealment	14-
3	Breakfall	13-
3	Electronics	14-
3	Inventor	14-
3	Mechanics	14-
3	Persuasion	13-
3	Stealth	13-
4	Language: Spanish (completely fluent; literate)	
4	Language: French (completely fluent; literate)	
3	Science Skill: Quantum Physics	14-
3	Absolute Range Sense	
3	Lightning Calculator	

Cost	Name	Power/Equipment	
35	Portal Gauntlet	Multipower, 70-point reserve, (70 APs); all slots OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	
3f	The Firehose	1) Blast 1d6, Alterable Origin Point, Area Of Effect (12m Line; +¼) (69 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	7
3f	The Goop Dimension	2) Barrier 15 PD/15 ED, 9 BODY (up to 2m long, 3m tall, and ¼m thick), Opaque Sight Group (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	7
3f	The Goop Dimension	3) Entangle 7d6, 7 PD/7 ED (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	7
3f	The Hurricanium	4) Blast 7d6, Alterable Origin Point, Area Of Effect (5m Cone; +¼), Double Knockback (+½) (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	7
3f	The Inferno	5) Killing Attack - Ranged 4 ½d6 (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	7
2f	The Miasma	6) Darkness to Sight and Radio Groups, Spatial Awareness, Active Sonar and Ultrasonic Perception 6m radius (48 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	5
2f	The Sparkle Dimension	7) Sight Group Flash 8d6, Area Of Effect (5m Cone Explosion; +¼) (50 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; if roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	5
28	Portal Gauntlet	Multipower, 50-point reserve, (50 APs); all slots OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼)	
3f	Dimension Hopping	1) Teleportation 10m, Position Shift, x2 Increased Mass, Constant (+½), MegaScale (1m = 1 km; +1) (50 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼)	5
2f	Portals to nowhere	2) Desolidification, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Full Phase to reset; Must be aware of the attack; +¼) (50 APs); Cannot Pass Through Solid Objects (-½), Only affects Ranged attacks (-½), OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼)	5
40	Dimensional Dispersal Vest	Resistant Protection (15 PD/15 ED/10 Power Defense) (60 APs); OIF (Dimensional Dispersal Vest; -½)	

**127** Total Powers/Equipment Cost

Cost	Complication
5	Unluck: Id6
10	Hunted: The Association of Scientists Supreme Infrequently (As Pow; Harshly Punish)
10	Hunted: The Transdimensional Port Authority Infrequently (Mo Pow; Mildly Punish)
20	Social Complication: Secret Identity Frequently, Severe
20	Psychological Complication: Code vs Killing (Common; Total)
10	Psychological Complication: Paranoid (Common; Moderate)

## 50 Total Skills, Perks, & Talents Cost

## 75 Total Complications Points