

Character Name PsiCat
 Alternate Identities Alex Rey
 Player Name Arden

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>10</u>	STR	<u>0</u>	<u>11-</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>23</u>	EGO	<u>13</u>	<u>14-</u>
<u>10</u>	PRE	<u>0</u>	<u>11-</u>
<u>8</u>	OCV	<u>25</u>	
<u>9</u>	DCV	<u>30</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>6</u>	SPD	<u>40</u>	
<u>12/21</u>	PD	<u>4</u>	
<u>12/21</u>	ED	<u>4</u>	
<u>10</u>	REC	<u>6</u>	
<u>60</u>	END	<u>8</u>	
<u>10</u>	BODY	<u>0</u>	Total Cost
<u>30</u>	STUN	<u>5</u>	<u>196</u>

CURRENT STATUS

	Maximum	Current
END	<u>60</u>	
BODY	<u>10</u>	
STUN	<u>30</u>	

VITAL INFORMATION

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 9
 Base OMCV 3 Base DMCV 4
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 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	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†	-w/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
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Martial Escape	½	+0	+0	25 STR vs. Grabs
Martial Grab	½	-1	-1	Grab Two Limbs, 20 STR for holding on

DEFENSES

Type	Amount/Effect
Normal PD	<u>12/21</u>
Resistant PD	<u>6/15</u>
Normal ED	<u>12/21</u>
Resistant ED	<u>6/15</u>
Mental Defense	<u>4</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 13-
 Enhanced and Unusual Senses
Telepathy 5d6 (Human class of min...

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>18m</u>	<u>36m</u>
Swim (4m)	<u>10m</u>	<u>20m</u>
H. Leap (4m)	<u>8m</u>	<u>16m</u>
V. Leap (2m)	<u>4m</u>	<u>8m</u>

Movement SFX _____

CHARACTER INFORMATION

Character Name PsiCat
 Height 1.51 m Weight 43.00 kg
 Hair color Brown Eye color Brown

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name New Champions
 Genre Champions
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acrobatics	14-
3	Breakfall	14-
3	Bugging	13-
3	Climbing	14-
3	Concealment	13-
3	Contortionist	14-
10	Defense Maneuver I-IV	
3	Demolitions	13-
2	CK: Millennium City	11-
2	CUK: Internet Culture	11-
2	PS: Corporate Espionage	11-
2	Science Skill: Engineering	11-
2	TF: Common Motorized Ground Vehicles	
3	Disguise	13-
3	Fast Draw: Psychic knife attacks	14-
0	Language: English (completely fluent)	
3	Lockpicking	14-
3	Paramedics	13-
3	Security Systems	13-
3	Shadowing	13-
3	Sleight Of Hand	14-
3	Stealth	14-
3	Language: ASL (completely fluent)	
4	Martial Dodge	
4	Martial Escape	
3	Martial Grab	
12	Combat Luck (6 PD/6 ED)	
4	Lightning Reflexes (+12 DEX to act first with a Large Group of Actions)	
3	Lightsleep	
98	Total Skills, Perks, & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
35	Psychic Arsenal	Multipower, 70-point reserve, (70 APs); all slots Restrainable (-½), No Range (-½)	
3f	Rending Knife	1) Drain EGO, Mental Defense 4d6, Expanded Effect (x2 Characteristics or Powers simultaneously) (+½) (60 APs); Restrainable (-½), No Range (-½)	6
3f	Paralyzing Knife	2) Entangle 3d6, 3 PD/3 ED, Works against EGO not STR (+¼), Cannot Be Escaped With Teleportation (+¼), Takes no damage from attacks except for mental attacks (+¾) (67 APs); Restrainable (-½), No Range (-½)	7
1f	Psychic Scream	3) Mental Group Flash 13d6, Area Of Effect (16m Radius; +¾) (68 APs); 1 Charge (-2), Increased Endurance Cost (x2 END; -½), Restrainable (-½), No Range (-½), Costs Endurance (Only Costs END to Activate; -¼)	14
3f	Probing Knife	4) Telepathy 5d6 (Human class of minds), Alternate Combat Value (uses OCV against DCV; +0), Effects of power are invisible to target (+½), Cumulative (120 points; +1) (62 APs); Restrainable (-½), No Range (-½)	6
3f	Commanding Knife	5) Mind Control 5d6 (Human class of minds), Alternate Combat Value (uses OCV against DCV; +0), Telepathic (+¼), Effects of power are invisible to target (+½), Cumulative (120 points; +1) (69 APs); Restrainable (-½), No Range (-½)	7
3f	Mind Knife	6) Blast 7d6, Attack Versus Alternate Defense (Mental Defense; +1) (70 APs); Restrainable (-½), No Range (-½)	7
	Armor	Armor, all slots OIF (-½), Unified Power (All powers that are part of the armor; -¼)	
5	Stealth Suit	1) Change Environment (-2 to Hearing Group PER Rolls, -2 to Sight Group PER Rolls) (12 APs); No Range (-½), OIF (-½), Unified Power (All powers that are part of the armor; -¼), 1 Continuing Fuel Charge lasting 1 Hour (-0)	[1 cc]
15	Built In Protection	2) Resistant Protection (9 PD/9 ED) (Impermeable) (27 APs); OIF (-½), Unified Power (All powers that are part of the armor; -¼)	
6	Cats Claws	3) Clinging (normal STR) (10 APs); OIF (-½), Unified Power (All powers that are part of the armor; -¼)	
7	Internal Air Supply	4) Life Support (Safe in Low Pressure/Vacuum; Self-Contained Breathing) (12 APs); OIF (-½), Unified Power (All powers that are part of the armor; -¼)	
10	Hermetically Sealed	5) Invisibility to Smell/Taste Group, Persistent (+¼), Reduced Endurance (0 END; +½) (17 APs); OIF (-½), Unified Power (All powers that are part of the armor; -¼)	
4	Unusual Mind	Mental Defense (4 points total)	
8	Evasive	+2 DCV (10 APs); Limited Power Power loses about a fourth of its effectiveness (Only to counteract DCV penalties; -¼)	
106	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (75)

Cost	Complication
20	Physical Complication: Mute (Very Frequently; Slightly Impairing)
20	Hunted: some tech company, idk if there is a fitting one from the setting or if i will have to come up with one Infrequently (Mo Pow; NCI; Harshly Punish) Infrequently
10	Psychological Complication: Agoraphobia (Common; Moderate)
10	Psychological Complication: Addicted to reading sleeping ppls minds (Uncommon; Strong)
10	Unluck: 2d6
5	Distinctive Features: there mind is wack if you look at it with psychic senses (Not Concealable; Noticed and Recognizable; Detectable Only By Technology Or Major Effort)
75	Total Complications Points