

Player Name Robert Isenberg

## Movement SFX

Character Name Nemesis  
Height 1.65 m Weight 54.00 kg  
Hair color red Eye color Blue

# HERO SYSTEM SIXTH EDITION

Campaign Name \_\_\_\_\_  
Genre Supers \_\_\_\_\_  
Gamemaster \_\_\_\_\_

[illegible]

Cost	Name	Power/Equipment	END
45		Resistant Protection (15 PD/15 ED)	
30	Permanent Haste spell	+3 SPD	
36		Life Support (Eating:only once per week; Immunity All terrestrial diseases and poisons;Immortal; Safe in High Pressure; Radiation; Intense Cold;Heat in Low Pressure/Vacuum; Self-Contained Breathing;only has to sleep 8 hours per week) (36 Act Pts)	
29	Smackin something	+30 STR, Reduced Endurance (½ END; +¼) (44 APs); Conditional Power Power does not work in Uncommon Circumstances (Not in intense cold; -¼) (Modifiers affect Base Characteristic)	1
10	Golem body	all slots Unified Power (-¼)	
10		1) Shape Shift (Sight, Hearing, Smell/Taste and Touch Groups, limited group of shapes), Imitation, Costs END Only To Change Shape (+¼) (44 APs); Increased Endurance Cost (x10 END; -2), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¼), Restrainable (-½), Unified Power (-¼)	30
6	Tongues spell	2) Universal Translator 16- (24 APs); Increased Endurance Cost (x5 END; Treat as x10 end cost; -2), Costs Endurance (Only Costs END to Activate; -¼), Extra Time (Full Phase, Only to Activate, -¼), Unified Power (-¼)	10
4	Library of the ages(plucking the right book from thin air)	3) +2 with all Non-Combat Skills (20 APs); Increased Endurance Cost (x5 END; -2), Concentration, Must Concentrate throughout use of Constant Power (0 DCV; Character is totally unaware of nearby events; -1 ½), Costs Endurance (Only Costs END to Activate; -¼), Physical Manifestation (-¼), Unified Power (-¼)	10
10	gems of seeing	4) Detect and read/ analyze magic A Large Class Of Things 12- (Unusual Group), Discriminatory, Range, Sense, Targeting (32 APs); Increased Endurance Cost (x3 END; real end cost as x5; -1), Lockout from normal vision (-½), Extra Time (Full Phase, Only to Activate, -¼), Costs Endurance (Only Costs END to Activate; -¼), Unified Power (-¼)	9
6	Multi-function hands	Multipower, 10-point reserve, (10 APs); all slots Restrainable (-½), Unified Power (-¼)	
1f		1) Clinging (normal STR) (10 APs); Restrainable (-½), Unified Power (-¼)	
1f	Bastard sword from her hand	2) HKA 1 point (4d6+1 w/STR) (5 APs); Restrainable (-½), Unified Power (-¼) plus +1 OCV (5 APs); Restrainable (-½), Unified Power (-¼)	1
1f	Predictive magic	3) +2 OCV (10 APs); Restrainable (-½), Unified Power (-¼)	
1f	Fire to reforge herself	4) Healing BODY 1 point, Decreased Re-use Duration (1 Turn; +1 ½) (7 APs); Restrainable (-½), Unified Power (-¼)	1
16	Various magics to mov...	Multipower, 20-point reserve, (20 APs); all slots Unified Power (-¼)	
1f	Magic from Boots of S...	1) Running +4m (26m total), Reduced Endurance (½ END; +¼) (20 APs); Unified Power (-¼)	1
1f	Magic from Boots of S...	2) Leaping +38m (38m forward, 19m upward) (19 APs); Unified Power (-¼)	2
1f	Magic from Boots of S...	3) Running 4m, x8 Noncombat, Usable [As Second Mode Of Movement] (Leaping; +¼) (20 APs); Unified Power (-¼)	2
1f	Her true weight(1500 lb...	4) Knockback Resistance -19m (19 APs); Unified Power (-¼)	
8	Magics to alter self	Multipower, 26-point reserve, (26 APs); all slots Increased Endurance Cost (x5 END; treat as x10 for end; -2), Unified Power (-¼)	
1f	Bright Sunlight/Intense Magnetic field/Wyld magic/Cold Iron	1) Change Environment (-1 to Characteristic Roll or Skill Roll, Varying Combat Effects), Area Of Effect (4m Radius; +¼), Costs Endurance Only To Activate (+¼), Variable Special Effects (Any SFX; +½) (26 APs); Increased Endurance Cost (x5 END; treat as x10 for end; -2), Unified Power (-¼)	10

Cost	Complication
10	<i>Distinctive Features: Detects as magical (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)</i>
15	<i>Hunted: DEMON (she is a magical artifact) Infrequently (Mo Pow; Harshly Punish)</i>
15	<i>Hunted: Magic artifact seekers Infrequently (Mo Pow; Harshly Punish)</i>
10	<i>Physical Complication: she has no organs (normal healing powers have no effect on her Iron Golem body (Infrequently; Slightly Impairing )</i>
15	<i>Psychological Complication: protective of the innocent (Common; Strong)</i>
10	<i>Psychological Complication: dislike of killing (Common; Moderate)</i>

75

Total Complications Points

Character Name *Nemesis*  
 Alternate Identities *Anastasia Romanova*  
 Player Name *Robert Isenberg*

# HERO SYSTEM SIXTH EDITION

## POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
	Magics to alter self	(continued)	
I <sup>f</sup>	Gates to Hell	2) Killing Attack - Ranged 1 point, Area Of Effect (2m Surface; +¼), Costs Endurance Only To Activate (+¼), Personal Immunity (+¼), Variable Special Effects (Limited Group of SFX; Hot or Cold; +¼), Constant (+½), Penetrating (x4; +2) (22 APs); Increased Endurance Cost (x5 END; treat as x10 for end; -2), Leaves A Trail (-¼*), Unified Power (-¼)	10
I <sup>v</sup>	Hot/cold as hell	3) Change Environment (+3 Temperature Level Adjustment), Costs Endurance Only To Activate (+¼), Varying Effect Very Limited Group (hot or cold; +¼), Area Of Effect (64m Radius; +1 ¼) (25 APs); Increased Endurance Cost (x5 END; treat as x10 for end; -2), No Range (-½), Unified Power (-¼)	10