

Character Name Tinker

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
10	STR	0	11-
10	DEX	0	11-
10	CON	0	11-
18	INT	8	13-
10	EGO	0	11-
10	PRE	0	11-
3	OCV	0	
3	DCV	0	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
12	PD	0	
12	ED	0	
4	REC	0	
20	END	0	
10	BODY	0	
20	STUN	0	
Total Cost			18

CURRENT STATUS

	Maximum	Current
END	20	
BODY	10	
STUN	20	

VITAL INFORMATION

HTH damage (STR/5)d6	2d6
Lift	100kg
STR END Cost	2
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	3
Base DCV	3
Base OMCV	3
Base DMCV	3
Combat Skill Levels	+5 Overall
Presence Attack (PRE/5)d6	2d6

EXPERIENCE POINTS

Total Points	169
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

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

DEFENSES

Type	Amount/Effect
Normal PD	12
Resistant PD	10
Normal ED	12
Resistant ED	10
Mental Defense	0
Power Defense	0
Flash Defense	

SENSES

Perception Roll (9+INT/5)	13-
Enhanced and Unusual Senses	
Spatial Awareness (Sight Group), Di...	

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)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m

Movement SFX _____

Character Name Tinker
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name Tailor, Soldier, Spy
Genre _____
Gamemaster _____

Cost	Name	Roll
3	Power: Tinkerer	11-
60	+5 Overall	
3	Inventor	13-
3	Combat Piloting	11-
3	Computer Programming	13-
5	Cramming	
3	Cryptography	13-
3	Lockpicking	11-
3	Mechanics	13-
3	Security Systems	13-
3	Systems Operation	13-
3	Teamwork	11-
10	Computer Link	
4	Speed Reading (x10)	
3	Lightning Calculator	
5	Eidetic Memory	

117 Total Skills, Perks, & Talents Cost

Cost	Name	Power/Equipment	END
12		Resistant Protection (10 PD/10 ED) (30 APs); OAF (Requires Multiple Foci or functions at reduced effectiveness; -¾), 12 Charges which Recover every 1 Week (-¾)	[12]
22	Monkey Wrench	Variable Power Pool (Gadget Pool), 20 base + 30 control cost, (35 APs); Limited Power Power loses almost all of its effectiveness (Only one power can be active at any time; -2); all slots OAF Fragile Expendable (Extremely Difficult to obtain new Focus; Hand-Held Multitool; -2 ¼), Requires A Roll (13- roll; Jammed, Must be made each Phase/use; -1), 12 Charges which Recover every 1 Week (-¾)	
0	Repair	1) Heals damage to non-organic structures and machines BODY 2d6 (20 APs); OAF Fragile Expendable (Extremely Difficult to obtain new Focus; Hand-Held Multitool; -2 ¼), Requires A Roll (13- roll; Jammed, Must be made each Phase/use; -1), 12 Charges which Recover every 1 Week (-¾) Real Cost: 4	
0	Syphon	2) Drains energy from electronic or mechanical objects or structures BODY 3d6 (30 APs); OAF Fragile Expendable (Extremely Difficult to obtain new Focus; Hand-Held Multitool; -2 ¼), Requires A Roll (13- roll; Jammed, Must be made each Phase/use; -1), 12 Charges which Recover every 1 Week (-¾), Only Restores To Starting Values (-½), Conditional Power Power does not work in Common Circumstances (Only works on electronics and mechanical objects/structures; -½), Beam (-¼) Real Cost: 5	
0	Mapping	3) Spatial Awareness (Sight Group), Discriminatory, Increased Arc Of Perception (360 Degrees) (30 APs); OAF Fragile Expendable (Extremely Difficult to obtain new Focus; Hand-Held Multitool; -2 ¼), Requires A Roll (13- roll; Jammed, Must be made each Phase/use; -1), 12 Charges which Recover every 1 Week (-¾), Extra Time (Full Phase, Only to Activate, Delayed Phase, -½), Must be stationary to maintain map view Power loses about a fourth of its effectiveness (-¼) Real Cost: 5	
34	Total Powers/Equipment Cost		

Cost	Complication
10	Distinctive Features: Extramily tall (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
20	Physical Complication: Partially Deaf (All the Time; Barely Impairing)
30	Total Complications Points