

Character Name XO  
Alternate Identities Jim Jorgenson  
Player Name GameKnight

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>15</u>	STR	<u>5</u>	<u>12-</u>
<u>16</u>	DEX	<u>12</u>	<u>12-</u>
<u>20</u>	CON	<u>10</u>	<u>13-</u>
<u>25</u>	INT	<u>15</u>	<u>14-</u>
<u>15</u>	EGO	<u>5</u>	<u>12-</u>
<u>15</u>	PRE	<u>5</u>	<u>12-</u>
<u>6</u>	OCV	<u>15</u>	
<u>6</u>	DCV	<u>15</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>6</u>	SPD	<u>10</u>	
<u>5/25</u>	PD	<u>3</u>	
<u>5/25</u>	ED	<u>3</u>	
<u>4</u>	REC	<u>0</u>	
<u>20</u>	END	<u>0</u>	
<u>10</u>	BODY	<u>0</u>	<b>Total Cost</b>
<u>20</u>	STUN	<u>0</u>	<u>98</u>

## CURRENT STATUS

	Maximum	Current
END	<u>20</u>	
BODY	<u>10</u>	
STUN	<u>20</u>	

## VITAL INFORMATION

HTH damage (STR/5)d6 3d6  
Lift 200kg STR END Cost 7

Phases 1 2 3 4 5 6 7 8 9 10 11 12

Base OCV 6 Base DCV 6

Base OMCV 3 Base DMCV 3

Combat Skill Levels +2 Overall (24 Active Points), SIF (Focus QMXO Matrix) -1/4

Presence Attack (PRE/5)d6 3d6

## EXPERIENCE POINTS

Total Points	<u>406</u>
Total Experience Earned	<u>17</u>
Experience Spent	<u>6</u>
Experience Unspent	<u>11</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	Vitals	x4	x1½	x2	-8	/
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

Defensive Stri... ½ +1 +3 3d6 Strike

Martial Dodge ½ — +5 Dodge, Affects All Attacks, Abort

Defensive Block ½ +1 +3 Block, Abort

## DEFENSES

Type	Amount/Effect
Normal PD	<u>5/25</u>
Resistant PD	<u>0/20</u>
Normal ED	<u>5/25</u>
Resistant ED	<u>0/20</u>
Mental Defense	<u>10</u>
Power Defense	<u>0</u>
Flash Defense	

## SENSES

Perception Roll (9+INT/5) 14-

Enhanced and Unusual Senses

High Range Radio Perception (Radio...

## 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)	<u>37m</u>	<u>74m</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>

Movement SFX \_\_\_\_\_

Character Name XO  
Height 1.84 m Weight 100.00 kg  
Hair color Dark Brown Eye color Green/Hazel

# HERO SYSTEM SIXTH EDITION

Campaign Name New Champions  
Genre Superhero  
Gamemaster \_\_\_\_\_

[illegible]

Cost	Name	Power/Equipment	END
0	Quantum Reach, 1ld6 Bl...	Blast 1ld6, Custom Adder	
0	QMXO Strike 3d6+1ld6...	Hand-To-Hand Attack +14d6 (Custom Adder); Hand-To-Hand Attack (-¼)	
0	Disruptor (3d6+8d6 A...	HTH AP +1ld6 (Custom Adder); Hand-To-Hand Attack (-¼)	
0	QWave 3d6+8d6 HTH A...	Hand-To-Hand Attack +1ld6 (Custom Adder); Hand-To-Hand Attack (-¼)	
0	Repellor 3d6+6d6 HTH...	Hand-To-Hand Attack +9d6 (Custom Adder); Hand-To-Hand Attack (-¼)	
0	Snap (3d6+8d6) Invis (...)	Hand-To-Hand Attack +1ld6 (Custom Adder); Hand-To-Hand Attack (-¼)	
0	Omni 3d6+6d6 HTH Ao...	Hand-To-Hand Attack +9d6 (Custom Adder); Hand-To-Hand Attack (-¼)	
0	Quantum Shocker (3d6...	Hand-To-Hand Attack +9d6 (Custom Adder); Hand-To-Hand Attack (-¼)	
44	Quantum Multiplier Exo...	Multipower, 55-point reserve, (55 APs); all slots IIF (-¼)	
4f	Quantum Reach (END 0.5)	1) Blast 1ld6 (55 APs); Must make a HTH motion (Punch, kick, etc.) Power loses about a fourth of its effectiveness (-¼), IIF (-¼)	5
4f	QMXO Strike (END 1:5)	2) Hand-To-Hand Attack +1ld6 (55 APs); Hand-To-Hand Attack (-¼), IIF (-¼)	5
3f	Disruptor (END 1:5)	3) Hand-To-Hand Attack +8d6, Armor Piercing (+¼) (50 APs); Hand-To-Hand Attack (-¼), IIF (-¼) plus Armor Piercing (+¼) (4 APs); IIF (-¼) applied to STR	6
3f	Wave (END 1:5)	4) Hand-To-Hand Attack +8d6, Area Of Effect (1m Radius; +¼) (50 APs); Hand-To-Hand Attack (-¼), IIF (-¼) plus Area Of Effect (1m Radius; +¼) (4 APs); IIF (-¼) applied to STR	6
3f	Repellor (END 1:4)	5) Hand-To-Hand Attack +6d6, Dbl KB (+½) (45 APs); Hand-To-Hand Attack (-¼), IIF (-¼) plus Dbl KB (+½) (7 APs); IIF (-¼) applied to STR	5
3f	Snap! (END 1:5)	6) Hand-To-Hand Attack +8d6, Invisible Power Effects (Inobvious to Sight; +¼) (50 APs); Hand-To-Hand Attack (-¼), IIF (-¼) plus Invisible Power Effects (Inobvious to Sight; +¼) (4 APs); IIF (-¼) applied to STR	6
3f	Omni Attack (END 1:4)	7) Hand-To-Hand Attack +6d6, Area Of Effect (8m Radius; +½) (45 APs); Hand-To-Hand Attack (-¼), IIF (-¼) plus Area Of Effect (8m Radius; +½) (7 APs); IIF (-¼) applied to STR	5
3f	Quantum Shocker (END 1:5)	8) Hand-To-Hand Attack +6d6, STUN Only (+0), Affects Desolidified Any form of Desolidification (+½) (45 APs); Hand-To-Hand Attack (-¼), IIF (-¼) plus STUN Only (+0), Affects Desolidified Any form of Desolidification (+½) (7 APs); IIF (-¼) applied to STR	5
3f	String Walking	9) Desolidification (affected by Gravity) (40 APs); IIF (-¼)	4
4f	Removing the Observer	10) Invisibility to Sight, Hearing and Mental Groups, Radar, Spatial Awareness, Danger Sense, Combat Sense, Detect and Normal Smell (54 APs); IIF (-¼)	5
2f	Trained Strength	11) +40 STR (40 APs); Only To Disarm, Escape, Grab, And Throw (-¾), IIF (-¼)	4
3f	Quantum Healing	12) Healing BODY 4d6 (40 APs); IIF (-¼)	4
	Quantum Multiplier Exo...	all slots IIF (-¼)	
30	QMXO Energy Bank	1) Endurance Reserve (120 END, 10 REC) (38 APs); IIF (-¼)	
20	QMXO Running	2) Running +25m (37m total) (25 APs); IIF (-¼)	2
65	QMXO Shielding	3) Resistant Protection (20 PD/20 ED/10 Mental Defense/4 Flash Defense: Sight Group) (81 APs); IIF (-¼)	
24	QMXO Flux	4) +3 SPD (30 APs); IIF (-¼)	
10	QMXO Accuracy with Q...	5) +4 with a small group of attacks (12 APs); IIF (-¼)	
26	Quantum Network	6) High Range Radio Perception (Radio Group), Penetrative, Perceive into a related group of dimensions (32 APs); IIF (-¼)	
3	Quantum Change	7) Cosmetic Transform 1d6, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger resets automatically, immediately after it activates; +¾) (5 APs); Limited Target, Current Clothing (Limited); -½, IIF (-¼)	1

**260** Total Powers/Equipment Cost

Cost	Complication	
25	Hunted: Evil Org posing as Good Org Frequently (Mo Pow; NCI; Harshly Punish)	Frequently
20	Dependence: Quantum Wave Tech Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; 1 Minute)	
15	Dependent NPC: Tia Madina Infrequently (Normal; Unaware of character's adventuring career/Secret ID)	Infrequently
15	Social Complication: Secret ID Frequently, Major	
75	Total Complications Points	