

Character Name COIL Enhanced Operator

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>18</u>	STR	<u>8</u>	<u>13-</u>
<u>14</u>	DEX	<u>8</u>	<u>12-</u>
<u>13</u>	CON	<u>3</u>	<u>12-</u>
<u>13</u>	INT	<u>3</u>	<u>12-</u>
<u>14</u>	EGO	<u>4</u>	<u>12-</u>
<u>18</u>	PRE	<u>8</u>	<u>13-</u>
<u>5</u>	OCV	<u>10</u>	
<u>5</u>	DCV	<u>10</u>	
<u>5</u>	OMCV	<u>6</u>	
<u>5</u>	DMCV	<u>6</u>	
<u>3</u>	SPD	<u>10</u>	
<u>7/19</u>	PD	<u>5</u>	
<u>6/18</u>	ED	<u>4</u>	
<u>7</u>	REC	<u>3</u>	
<u>26</u>	END	<u>2</u>	
<u>12</u>	BODY	<u>2</u>	Total Cost
<u>30</u>	STUN	<u>5</u>	<u>98</u>

CURRENT STATUS

	Maximum	Current
END	<u>26</u>	
BODY	<u>12</u>	
STUN	<u>30</u>	

VITAL INFORMATION

HTH damage (STR/5)d6	<u>3 ½d6</u>
Lift	<u>303.1kg</u> STR END Cost <u>2</u>
Phases	1 2 3 <u>4</u> 5 6 7 <u>8</u> 9 10 11 <u>12</u>
Base OCV	<u>5</u> Base DCV <u>5</u>
Base OMCV	<u>5</u> Base DMCV <u>5</u>
Combat Skill Levels	
	<u>+2 with All Combat</u>
	<u>+2 with VIPER Blasters</u>
Presence Attack (PRE/5)d6	<u>3 ½d6</u>

EXPERIENCE POINTS

Total Points	<u>353</u>
Total Experience Earned	<u>303</u>
Experience Spent	<u>303</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
Block	<u>½</u>	<u>+2</u>	<u>+2</u>	<u>Block, Abort</u>
Dodge	<u>½</u>	<u>—</u>	<u>+5</u>	<u>Dodge, Affects All Attacks, Abort</u>
Punch	<u>½</u>	<u>+0</u>	<u>+2</u>	<u>5 ½d6 Strike</u>
Throw	<u>½</u>	<u>+0</u>	<u>+1</u>	<u>3 ½d6 +v/5, Target Falls</u>

DEFENSES

Type	Amount/Effect
Normal PD	<u>7/19</u>
Resistant PD	<u>0/12</u>
Normal ED	<u>6/18</u>
Resistant ED	<u>0/12</u>
Mental Defense	<u>10</u>
Power Defense	<u>0</u>
Flash Defense	<u>8 (Hearing Group)</u>

SENSES

Perception Roll (9+INT/5)	<u>12-</u>
Enhanced and Unusual Senses	
	<u>HRRP (Radio Group); OIF (-½), Affec...</u>
	<u>Nightvision; OIF (-½)</u>

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>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>6m</u>	<u>12m</u>
V. Leap (2m)	<u>3m</u>	<u>6m</u>

Movement SFX _____

Character Name COIL Enhanced Operator
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name VIPER
Genre Superheroic
Gamemaster _____

Cost	Name	Roll
20	+2 with All Combat	
6	+2 with VIPER Blasters	
3	Breakfall	12-
3	Combat Driving	12-
3	Concealment	12-
3	Fast Draw (Small Arms)	12-
3	Interrogation	13-
2	KS: The Local Underworld	11-
2	KS: The Superhuman World	11-
3	KS: VIPER	12-
3	PS: VIPER Agent	12-
3	Paramedics	12-
3	Persuasion	13-
3	Shadowing	12-
3	Stealth	12-
3	Streetwise	13-
3	WF: Small Arms, Blades	
0	Martial Arts: VIPER Brawling	
4	1) Block (Martial Block)	
4	2) Dodge (Martial Dodge)	
4	3) Punch (Martial Strike)	
3	4) Throw (Martial Throw)	

2 Fringe Benefit (Membership (VIPER Elite Agent))

86 Total Skills, Perks, & Talents Cost

Cost	Name	Power/Equipment	END
62	VB-AS "Sledgehammer"...	EB 14d6, Autofire (5 shots; +½); OAF (-1), Limited Range (350"; -¼), 40 Charges (+½)	[40]
6	Rifle-Butt Club	HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
15	VB-SI "Shorty" Blaster...	EB 7d6; OAF (-1), 12 Charges (-¼)	[12]
16	VG-1 Frag Grenade	RKA 2d6+1, Explosion (+½); OAF (-1), 4 Charges (-1), Range Based On STR (-¼)	[4]
13	VIPER Fang	HKA 1d6 (2d6 w/STR), Reduced Endurance (0 END; +½); OAF (-1) plus Range Based On STR (+¼) for up to 30 APs of HKA; 1 Recoverable Charge (-1 ¼), OAF (-1), Lockout (cannot use HKA until Charge is recovered; -½)	[1 rc]
24	VFF-1 Force Field Belt	FF (12 PD/12 ED); OIF (-½)	
5	VIPER Helmet (Elite) Ac...	Hearing Group Flash Defense (8 points); OIF (-½)	
5	VIPER Helmet (Elite) FI...	Sight Group Flash Defense (8 points); OIF (-½)	
7	VIPER Helmet (Elite) Ps...	Mental Defense (10 points total); OIF (-½)	
7	VIPER Helmet (Elite) Ox...	LS (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge lasting 1 Hour (-0)	[1 cc]
6	VIPER Helmet (Elite)	HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Communications System Group (-½)	
3	VIPER Helmet (Elite) Ni...	Nightvision; OIF (-½)	

169 Total Powers/Equipment Cost

Cost	Complication
5	<i>Distinctive Features: VIPER Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)</i>
10	<i>Hunted: VIPER 8- (Mo Pow; NCI; Watching)</i>
15	<i>Psychological Limitation: Amoral And Greedy (Common; Strong)</i>
20	<i>Social Limitation: Subject To Orders (Very Frequently; Major)</i>

50 Total Complications Points