

Character Name The Crush (II)  
 Alternate Identities Nathaniel Martin  
 Player Name Fiver

# HERO

## SYSTEM

### SIXTH EDITION

#### CHARACTERISTICS

Val	Char	Points	Roll
<u>20/70</u>	STR	<u>10</u>	<u>13-123-</u>
<u>20</u>	DEX	<u>0</u>	<u>13-</u>
<u>30</u>	CON	<u>10</u>	<u>15-</u>
<u>20</u>	INT	<u>10</u>	<u>13-</u>
<u>20</u>	EGO	<u>10</u>	<u>13-</u>
<u>20</u>	PRE	<u>10</u>	<u>13-</u>
<u>7</u>	OCV	<u>20</u>	
<u>7</u>	DCV	<u>0</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>4</u>	SPD	<u>10</u>	
<u>5/30</u>	PD	<u>3</u>	
<u>5/30</u>	ED	<u>3</u>	
<u>20</u>	REC	<u>16</u>	
<u>50</u>	END	<u>6</u>	
<u>12</u>	BODY	<u>2</u>	<b>Total Cost</b>
<u>50</u>	STUN	<u>15</u>	<u>133</u>

#### CURRENT STATUS

	Maximum	Current
END	<u>50</u>	
BODY	<u>12</u>	
STUN	<u>50</u>	

#### VITAL INFORMATION

HTH damage (STR/5)d6 4d6/14d6  
 Lift 400kg/409.6tons STR END Cost 2  
 Phases 1 2 3 4 5 6 7 8 9 10 11 12  
 Base OCV 7 Base DCV 7  
 Base OMCV 3 Base DMCV 3  
 Combat Skill Levels \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 4d6

#### 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

#### DEFENSES

Type	Amount/Effect
Normal PD	<u>5/30</u>
Resistant PD	<u>0/15</u>
Normal ED	<u>5/30</u>
Resistant ED	<u>0/15</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

#### SENSES

Perception Roll (9+INT/5) 13-  
 Enhanced and Unusual Senses  
Nightvision (5 APs); OIF (-½)  
High Range Radio Perception (Radio...)  
Spatial Awareness: Blocked by lack...

#### 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>20m</u>	<u>40m</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>
Flight	<u>40m</u>	<u>80m</u>
Movement SFX		

## CHARACTER INFORMATION

Character Name The Crush (II)  
 Height 1.72 m Weight 82.00 kg  
 Hair color Brown Eye color Blue

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name \_\_\_\_\_  
 Genre Superhero  
 Gamemaster GameKnight

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
0	English (Idiomatic)	
0	Acting	8-
0	Computer Programming	8-
0	Conversation	8-
0	Climbing	8-
0	Paramedics	8-
0	TF: Custom Adder, Small Motorized Ground Vehicles	
0	PS: Student 8- (Custom Adder)	
0	KS: Space Simulations	8-
0	CK: Millennium City	8-
3	Acrobatics	13-
3	Breakfall	13-
3	Concealment	13-
3	Deduction	13-
3	KS: Villains	13-
3	KS: Heroes	13-
3	Mechanics	13-
3	Shadowing	13-
5	SS: Physics	15-
3	Stealth	13-

**32** Total Skills, Perks, & Talents Cost

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
20	Light on his feet	+10 DEX	
20	Light on his feet	+4 DCV	
10	Light on his feet	+1 SPD	
3	Damaged Super Suit H...	Nightvision (5 APs); OIF (-1/2)	
8	Damaged Super Suit H...	High Range Radio Perception (Radio Group) (12 APs); OIF (-1/2)	
30	Damaged Super Suit	Resistant Protection (15 PD/15 ED) (Impermeable) (45 APs); OIF (-1/2)	
30	Gravitic Awareness	Spatial Awareness: Blocked by lack of mass or gravitational tampering (Unusual Group), Discriminatory (37 APs); Unified Power (-1/4)	
45	Gravitic Boost	Flight 40m, Position Shift, Usable as swimming (+1/4) (56 APs); Unified Power (-1/4)	6
56		Multipower, 70-point reserve, (70 APs); all slots Unified Power (-1/4)	
3f		1) Density Increase (84,000 kg mass, +50 STR, +10 PD/ED, -20m KB) (40 APs); Lockout: Light on his Feet and Gravitic Boost (-1/2), Unified Power (-1/4) plus +10 CON (10 APs); Lockout: same as above (-1/2), Unified Power (-1/4)	4
5f	Gravitic Boost	2) Telekinesis (46 STR) (69 APs); Unified Power (-1/4)	7
5f	Gravitic Push	3) Blast 9d6, Double Knockback (+1/2) (67 APs); Unified Power (-1/4)	7
<b>235</b> Total Powers/Equipment Cost			

## MATCHING COMPLICATIONS ( 75 )

Cost	Complication
15	SC: Secret Identity: Frequently, Major
20	DNPC: Mother and Sister: Infrequently (Normal; Unaware of character's adventuring career/Secret ID; Group DNPC: x2 DNPCs) <span style="float: right;">Infrequently</span>
15	Psych: Something to prove: (Very Common; Moderate)
20	Hunted: ????: Infrequently (Mo Pow; NCI; Harshly Punish) <span style="float: right;">Infrequently</span>
5	Unluck: 1d6
<b>75</b> Total Complications Points	