

Character Name Goshawk  
 Alternate Identities Kenoske Asakura  
 Player Name Pim Peccable

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
13	STR	3	12-
13	DEX	6	12-
11	CON	1	11-
18	INT	8	13-
11	EGO	1	11-
10	PRE	0	11-
4	OCV	5	
4	DCV	5	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
2/9	PD	0	
2/9	ED	0	
5	REC	1	
20	END	0	
10	BODY	0	
25	STUN	3	
			<b>Total Cost</b>
			<u>44</u>

## CURRENT STATUS

	Maximum	Current
END	<u>20</u>	
BODY	<u>10</u>	
STUN	<u>25</u>	

## VITAL INFORMATION

HTH damage (STR/5)d6 2 1/2d6  
 Lift 151.6kg STR END Cost 1  
 Phases 1 2 3 4 5 6 7 8 9 10 11 12  
 Base OCV 4 Base DCV 4  
 Base OMCV 3 Base DMCV 3  
 Combat Skill Levels \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 2d6

## EXPERIENCE POINTS

Total Points	<u>175</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	x1/2	x1/2	-6	/
7-8	Arms	x2	x1/2	x1/2	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1 1/2	x1	-7	/
13	Vitals	x4	x1 1/2	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x1/2	x1/2	-6	/
17-18	Feet	x1	x1/2	x1/2	-8	/
						Average Def _____
						DCV Modifier _____ Total Weight _____
Armor Notes						

## ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	—	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	1/2†	-w/10	-3	STR + v/6; you take 1/2 or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone
Defensive Shot	1/2	-1	+2	Strike
Offensive Ran...	1/2	+1	-1	Disarm, +2 DC to Disarm
Defensive Thr...	1/2	+1	+1	Block, Target Falls
Martial Escape	1/2	+0	+0	28 STR vs. Grabs

## DEFENSES

Type	Amount/Effect
Normal PD	<u>2/9</u>
Resistant PD	<u>0/7</u>
Normal ED	<u>2/9</u>
Resistant ED	<u>0/7</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

## SENSES

Perception Roll (9+INT/5) 13-  
 Enhanced and Unusual Senses

## 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>5m</u>	<u>10m</u>
H. Leap (4m)	<u>12m</u>	<u>24m</u>
V. Leap (2m)	<u>6m</u>	<u>12m</u>
Flight	<u>10m</u>	<u>20m</u>
Movement SFX		

### CHARACTER INFORMATION

Character Name Goshawk  
 Height 1.85 m Weight 80.00 kg  
 Hair color Brown Eye color Brown

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### CAMPAIGN INFORMATION

Campaign Name NCP (agent)  
 Genre \_\_\_\_\_  
 Gamemaster \_\_\_\_\_

### SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Systems Operation	13-
3	Security Systems	13-
3	Inventor	13-
3	Demolitions	13-
3	Stealth	12-
3	Breakfall	12-
3	Acrobatics	12-
5	Cramming	
5	Cramming	
5	Cramming	
3	Linguist	
3	1) Language: English (completely fluent; literate)	
3	2) Language: Italian (completely fluent; literate)	
0	3) Language: Japanese (imitate dialects; literate)	
2	4) Language: Spanish (fluent conversation; literate)	
3	Weapon Element: Boomerangs and Throwing Clubs, Default Element, Thrown Knives, Axes, and Darts, Thrown Rocks	
3	Defensive Shot	
5	Offensive Ranged Disarm	
3	Defensive Throw	
4	Martial Escape	
5	Money: Well Off	
5	Eidetic Memory	
75	Total Skills, Perks, & Talents Cost	

### POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
14	Resistant Suit	Resistant Protection (7 PD/7 ED) (21 APs); OIF (-½)	
7	Micro-G Belt	Leaping +7m (12m forward, 6m upward) (Accurate) (9 APs); IIF (-¼)	1
4	Gliding	Flight 10m (10 APs); Gliding (-1), OIF Fragile Expendable (Capewing; Easy to obtain new Focus; -¾)	
16	Razorang	Killing Attack - Ranged 1 ½d6, Area Of Effect (1m Line; +¼), Selective (+¼) (37 APs); OAF Durable Expendable (Difficult to obtain new Focus; -1 ¼)	4
15	Stun Pistol	Blast 5d6 (37 APs); OAF (-1), No Knockback (-¼), Cannot Be Used With Disarm Maneuvers (-¼), 16 clips of 8 Charges (Recovers Under Limited Circumstances; +½)	[8]
56	Total Powers/Equipment Cost		

### MATCHING COMPLICATIONS ( 150 )

Cost	Complication	
20	Hunted: Frequently (As Pow; NCI; Harshly Punish)	Frequently
5	Rants about Nerd Stuff: (Uncommon; Moderate)	
25	Total Complications Points	