

Character Name Division Agent

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
14	DEX	8	12-
13	CON	3	12-
10	INT	0	11-
10	EGO	0	11-
13	PRE	3	12-
5	OCV	10	
5	DCV	10	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
4/10	PD	2	
4/10	ED	2	
6	REC	2	
25	END	1	
12	BODY	2	
30	STUN	5	
			Total Cost
			63

CURRENT STATUS

	Maximum	Current
END	25	
BODY	12	
STUN	30	

VITAL INFORMATION

HTH damage (STR/5)d6 3d6
Lift 200kg STR END Cost 1
Phases 1 2 3 ④ 5 6 7 ⑧ 9 10 11 ⑫
Base OCV 5 Base DCV 5
Base OMCV 3 Base DMCV 3
Combat Skill Levels _____
+2 with Blaster Rifle Multipower

Presence Attack (PRE/5)d6 2 ½d6

EXPERIENCE POINTS

Total Points	200
Total Experience Earned	25
Experience Spent	25
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
Block	½	+2	+2	Block, Abort
Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Punch	½	+0	+2	5d6 Strike
Throw	½	+0	+1	3d6 +v/10, Target Falls

DEFENSES

Type	Amount/Effect
Normal PD	4/10
Resistant PD	0/6
Normal ED	4/10
Resistant ED	0/6
Mental Defense	0
Power Defense	0
Flash Defense	

SENSES

Perception Roll (9+INT/5) 11-
Enhanced and Unusual Senses
Radio Perception/Transmission (Ra...

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
Teleportation	16m	1024m
Movement SFX		

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



Campaign Name Champions
Genre Champions
Gamemaster _____

Cost	Name	Roll
6	+2 with Blaster Rifle Multipower	
3	Combat Driving	12-
3	Concealment	11-
3	Interrogation	12-
2	KS: The Local Underworld	11-
1	KS: The Superhuman World	8-
2	PG: Agent	11-
3	Shadowing	11-
3	Stealth	12-
3	Streetwise	12-
3	WF: Small Arms, Blades	
0	Martial Arts: Martial Arts: Brawling	
4	1) Block (Martial Block)	
4	2) Dodge (Martial Dodge)	
4	3) Punch (Martial Strike)	
3	4) Throw (Martial Throw)	

[illegible]

Cost	Complication
5	Distinctive Features: criminal organization's uniform (Easily Concealed; Noticed and Recognizable)
10	Hunted: criminal organization Infrequently (Mo Pow; NC; Watching) Infrequently
20	Psychological Complication: Division Code of Ethics: (Very Common; Strong)
20	Social Complication: Subject To Orders Very Frequently, Major
55	Total Complications Points