

Character Name Liliana, Spirits Majesty
 Alternate Identities Victoria Kingsbury
 Player Name Joe O'Connor

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
11	STR	1	11-
11/18	DEX	2	11-/13-
10/21	CON	0	11-/13-
13	INT	3	12-
26	EGO	2	14-
10/20	PRE	0	11-/13-
3/4	OCV	0	
3/6	DCV	0	
3/8	OMCV	0	
3/6	DMCV	0	
2/5	SPD	0	
2/30	PD	0	
2/22	ED	0	
4/8	REC	0	
20	END	0	
11	BODY	1	
20	STUN	0	
			Total Cost
			9

CURRENT STATUS

	Maximum	Current
END	20	
BODY	11	
STUN	20	

VITAL INFORMATION

HTH damage (STR/5)d6 2d6
 Lift 114.9kg STR END Cost 1
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 3/4 Base DCV 3/6
 Base OMCV 3/8 Base DMCV 3/6
 Combat Skill Levels _____

 Presence Attack (PRE/5)d6 2d6/4d6

EXPERIENCE POINTS

Total Points	396
Total Experience Earned	0
Experience Spent	0
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

DEFENSES

Type	Amount/Effect
Normal PD	2/30
Resistant PD	0/28
Normal ED	2/22
Resistant ED	0/20
Mental Defense	8
Power Defense	0
Flash Defense	

SENSES

Perception Roll (9+INT/5) 12-
 Enhanced and Unusual Senses
Detect Magic A Class Of Things 12- (...)

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
Flight	38m	304m

Movement SFX _____

Character Name Liliana, Spirits Majesty
Height 1.72 m Weight 55.00 kg
Hair color Black Eye color Purple/Brown



Campaign Name _____
Genre Super-Heroic _____
Gamemaster _____

[illegible]

Cost	Name	Power/Equipment	END
4		Detect Magic A Class Of Things 12- (Unusual Group), Range, Sense (12 APs); No Conscious Control (-2)	
5	Powers granted by the...	all slots OIF (Amulet of Lim-Dul; -½)	
3		1) Mental Defense (8 points total) (8 APs); OIF (Amulet of Lim-Dul; -½) 2) Cosmetic Transform 1d6 (Victoria into Liliana), Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; +1) (6 APs); Limited Target ([Limited]; Clothes and appearance; -½), OIF (Amulet of Lim-Dul; -½)	1
9		3) +14 EGO (14 APs); OIF (Amulet of Lim-Dul; -½)	
17		4) Endurance Reserve (68 END, 12 REC) (25 APs); OIF (Amulet of Lim-Dul; -½)	
36	Spirit Mantle	Spirit Mantle	
36	Spirit Mantle	1) Resistant Protection (28 PD/20 ED) (72 APs); Only In Alternate Identity (-¼), Unified Power (Spirit Mantle; -¼), Extra Time (Delayed Phase, Only to Activate, -¼), Nonpersistent (-¼)	
36		2) Flight 38m, x8 Noncombat, Reduced Endurance (0 END; +½) (72 APs); Linked (Spirit Mantle; -½), Only In Alternate Identity (-¼), Unified Power (Spirit Mantle; -¼)	
20	Barring Spirits	Barrier II PD/7 ED, 0 BODY (up to 1m long, 1m tall, and ½m thick) (30 APs); Only In Alternate Identity (-¼), Requires A Roll (14- roll; -¼)	3
	Super Stats	all slots Only In Alternate Identity (-¼)	
4		1) +1 OCV (5 APs); Only In Alternate Identity (-¼)	
12		2) +3 DCV (15 APs); Only In Alternate Identity (-¼)	
11		3) +7 DEX (14 APs); Only In Alternate Identity (-¼)	
8		4) +10 PRE (10 APs); Only In Alternate Identity (-¼)	
24		5) +3 SPD (30 APs); Only In Alternate Identity (-¼)	
9		6) +11 CON (11 APs); Only In Alternate Identity (-¼)	
12		7) +5 OMCV (15 APs); Only In Alternate Identity (-¼)	
7		8) +3 DMCV (9 APs); Only In Alternate Identity (-¼)	
3		9) +4 REC (4 APs); Only In Alternate Identity (-¼)	
8	Attacks in MultiPower	+2 with a large group of attacks (10 APs); Only In Alternate Identity (-¼)	
56	Spirit Control	Multipower, 70-point reserve, all slots Alternate Combat Value (uses OMCV against DCV; +0) (70 APs); all slots Only In Alternate Identity (-¼)	
3f	Agonizing Remorse	1) Mental Blast 6d6 (Human class of minds) (60 APs); Increased Endurance Cost (x2 END; -½), Perceivable (-¼), Only In Alternate Identity (-¼)	12
5f	Raging Spirit	2) Blast 11d6, Reduced Endurance (½ END; +¼) (69 APs); Only In Alternate Identity (-¼)	2
5f	Spectral Slice	3) Blast 11d6, Armor Piercing (+¼) (69 APs); Only In Alternate Identity (-¼)	7
6f	Soul Train	4) Blast 7d6, Double Knockback (+½), Indirect (Source Point can vary from use to use, path is from Source Point to target; +½) (70 APs); Only In Alternate Identity (-¼)	7
6f	Haunting Chill	5) Blast 14d6, STUN Only (+0) (70 APs); Only In Alternate Identity (-¼)	7
5f	Spirit Shackle	6) Entangle 5d6, 5 PD/5 ED, Entangle And Character Both Take Damage (+¼) (62 APs); Only In Alternate Identity (-¼)	6
5f	Spirit Hands	7) Telekinesis (24 STR), Fine Manipulation, No Range Modifier (+½) (69 APs); Only In Alternate Identity (-¼)	7

Cost	Complication
20	Psychological Complication: Code vs Killing (Common; Total)
15	Social Complication: Secret ID Frequently, Major
10	Vulnerability: 2 x BODY Light based attacks (Uncommon)
5	Social Complication: Obligated to Royal Family Infrequently, Minor
10	Distinctive Features: Visceral Beauty (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Psychological Complication: Recurring Nightmares (Uncommon; Strong)
5	Susceptibility: Skin to Skin Contact 2d6 damage Instant (Uncommon; Custom Adder)
75	Total Complications Points