

## Portal

AKA:

Campaign: *New Champions Protocol*

Genre:

**HERO**  
SYSTEM  
SIXTH EDITION

### CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
10	STR	10	0	11-	Lift: 100.0kg
18	DEX	10	16	13-	Initiative: 18
10	CON	10	0	11-	Stun Threshold: 10
18	INT	10	8	13-	Perception Roll: 13-
10	EGO	10	0	11-	
10	PRE	10	0	11-	PRE Attack: 2d6
6	OCV	3	15		STR Dmg: 2d6
6	DCV	3	15		STR END: 1
3	OMCV	3	0		
3	DMCV	3	0		
32	PD	2	0		32 PD • 30 Res. PD
32	ED	2	0		32 ED • 30 Res. ED
4	SPD	2.0	20		Phases: 3, 6, 9, 12
15	REC	4	11		
48	END	20	6		
10	BODY	10	0		
24	STUN	20	2		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
<b>Total</b>					<b>93</b>

### CHARACTER IMAGE



### EXPERIENCE POINTS

Total earned:	150
Spent:	150
Unspent:	0
Base Points:	250
Complication Points:	0

Characteristic Points:	93
Power Points:	161
Talent Points:	68
Martial Art Points:	12
Skill Points:	66
Perk Points:	0

**Total Points:** 400

### MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	142m [36352m NC]

### INFORMATION

**Eye Color:** Brown  
**Hair Color:** Light Brown

**Height:** 1.76 m  
**Weight:** 75.00 kg

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### COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
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
Martial Block	1/2	+2	+2	Block, Abort
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Martial Escape	1/2	+0	+0	25 STR vs. Grabs

### ATTACK POWERS

Name	Effect	END
Forced Group Teleport	16m Teleportation	15

### DEFENSE POWERS

Name	Effect	Defense	END
	Power Defense	16	0
	Knockback Resistance	12	0

### SENSORY POWERS

Name	Effect	END
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### COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	10	STUN:
Melee Damage	2d6	
Physical Defense	32	/24
Res. Phys. Defense	30	END:
Energy Defense	32	
Res. Energy Defense	30	/48
Mental Defense	0	BODY:
Power Defense	16	/10

### COMBAT VALUES

OCV: 6	DCV: 6
OMCV: 3	DMCV: 3
Initiative and Action Phases	
DEX: 18	Action Phases: 3, 6, 9, 12

### COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

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### POWERS

END	Description	Cost
	<b>Teleportation Powers</b> Variable Power Pool (Magic Pool), 70 base + 150 control cost, (145 Active Points); Limited Power Power loses about half of its effectiveness (Only Teleportation Powers; -1), Unified Power (Teleportation Powers; -1/4)	<b>103</b>
15	1) <b>Forced Group Teleport:</b> Teleportation 16m, x8 Increased Mass, Area Of Effect (8m Radius; +1/2), Selective (+1/4), Usable As Attack (+1 1/4), MegaScale (1m = 1,000 km; +1 3/4) (147 Active Points); Gestures (Requires both hands; Complex; -3/4), Concentration (0 DCV; -1/2) Real Cost: 65	0
15	2) <b>Halfway around the World:</b> Teleportation 70m, x256 Noncombat, x8 Increased Mass, Safe Blind Teleport (+1/4) (150 Active Points); Gestures (Requires both hands; Complex; -3/4), Concentration (0 DCV; -1/2) Real Cost: 67	0
10	3) <b>Invisible Teleport:</b> Teleportation 44m, Safe Blind Teleport (+1/4), Invisible Power Effects (Fully Invisible; +1) (99 Active Points); Concentration (0 DCV; -1/2) Real Cost: 66	0
15	4) <b>Big Gate:</b> Teleportation 12m, x32 Increased Mass, Usable By Other (+1/4), Constant (+1/2), Area Of Effect (16m Radius; +3/4), MegaScale (1m = 100 km; +1 1/2) (148 Active Points); Gestures (Requires both hands; Complex; -3/4), Gate (-1/2), Concentration (0 DCV; -1/2) Real Cost: 54	0
0	Teleportation: Fixed Location (10 Locations)	10
0	Teleportation: Floating Fixed Location (4 Locations)	20
0	Power Defense (16 points)	16
0	Knockback Resistance -12m	12
<b>Total Powers Cost</b>		<b>161</b>

### MARTIAL ARTS

Description	Cost
<b>Martial Block</b> 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
<b>Martial Dodge</b> 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
<b>Martial Escape</b> 1/2 Phase, +0 OCV, +0 DCV, 25 STR vs. Grabs	4
<b>Total Martial Arts Cost</b>	<b>12</b>

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### SKILLS

Roll	Description	Cost
	<b>Traveler</b>	3
13-	1) AK: Africa (3 Active Points) 13-	2
13-	2) AK: Asia (3 Active Points) 13-	2
13-	3) AK: Europe (3 Active Points) 13-	2
13-	4) AK: North America (3 Active Points) 13-	2
13-	5) AK: South America (3 Active Points) 13-	2
13-	6) CK: Beijing (3 Active Points) 13-	2
13-	7) CK: Cairo (3 Active Points) 13-	2
13-	8) CK: London (3 Active Points) 13-	2
13-	9) CK: Madrid (3 Active Points) 13-	2
13-	10) CK: Milenium City (3 Active Points) 13-	2
13-	11) CK: Mumbai (3 Active Points) 13-	2
13-	12) CK: New York (3 Active Points) 13-	2
13-	13) CK: Sao Paulo (3 Active Points) 13-	2
13-	14) CK: Seattle (3 Active Points) 13-	2
13-	Analyze: Combat	3
	Defense Maneuver I-IV	10
18-	<b>Teleportation VPP:</b> Power	13
	<b>Linguist</b>	3
	1) Language: Arabic (Egyptian) (idiomatic) (4 Active Points)	0
	2) Language: English (completely fluent) (3 Active Points)	2
	3) Language: Hindi (fluent conversation) (2 Active Points)	1
	4) Language: Mandarin (fluent conversation) (2 Active Points)	1
	5) Language: Russian (fluent conversation) (2 Active Points)	1
	6) Language: Spanish (fluent conversation) (2 Active Points)	1
<b>Total Skills Cost</b>		<b>66</b>

### TALENTS

Roll	Description	Cost
	<b>Innate Teleportation out of harms way:</b> Combat Luck (30 PD/30 ED) (60 Active Points); Unified Power (Teleportation Powers; -1/4)	48
	Eidetic Memory	5
	Lightsleep	3
	Lightning Calculator	3
	Absolute Range Sense	3
	Absolute Time Sense	3
	Bump Of Direction	3
<b>Total Talents Cost</b>		<b>68</b>