

## Commandant

AKA: *Robert William Black*

Campaign:

Genre:

**HERO**  
SYSTEM  
SIXTH EDITION

### CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15	STR	10	5	12-	Lift: 200.0kg
18	DEX	10	16	13-	Initiative: 18
15	CON	10	5	12-	Stun Threshold: 15
12	INT	10	2	11-	Perception Roll: 11-
16	EGO	10	6	12-	
30	PRE	10	20	15-	PRE Attack: 6d6
3	OCV	3	0		STR Dmg: 3d6
5	DCV	3	10		STR END: 1
7	OMCV	3	12		
6	DMCV	3	9		
4/10	PD	2	2		4/10 PD • 0/6 Res. PD
4/10	ED	2	2		4/10 ED • 0/6 Res. ED
4	SPD	2.0	20		Phases: 3, 6, 9, 12
10	REC	4	6		
50	END	20	6		
12	BODY	10	2		
50	STUN	20	15		
16m	Run	12	4		
4m	Swim	4	0		
5m	Leap	4	1		
Total 143					

### CHARACTER IMAGE



### EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	250
Complication Points:	60
Characteristic Points:	143
Power Points:	71
Talent Points:	0
Martial Art Points:	0
Skill Points:	36
Perk Points:	0
Total Points:	250

### MOVEMENT

Type	Top Speed
Run	16m [32m NC]
Swim	4m [8m NC]
H. Leap	5m [10m NC]
V. Leap	2 1/2m [5m NC]

### INFORMATION

Eye Color:	Brown	Height:	1.88 m
Hair Color:	Blonde	Weight:	100.00 kg

#### Personality

The Commandant firmly believes his place in on the battlefield, shouting commands, getting disparate teammates to work together to achieve goals greater than the sum of their parts. He just wished he knew \*why\* that was his place, or how he had come to learn that. He's missing a significant chunk of his memory, and while he isn't interested in abandoning his responsibilities to do it, he'd very much like to figure out what happened, and what he was like before.

#### Quote

"Fall in! We do this smart, and we do it as one unit, one team!"

#### Appearance

Think G.I. Joe's Duke with a more science fiction getup, a synthetic right arm, and maybe a bit of stubble, now and then. He \*looks\* like his words would have power-and indeed it seems they do.

#### Background

New York, The Vanishing, The New Champions. He remembers all of them, but why? He Cradled his arm-Synthetic. Nice work, too. Not that he remembers where or why he got it. He often wondered if it had any secret features he didn't know about. Concealed blasters, Drone uplinks, holograms?

To his knowledge, it didn't. It was just a nice prosthetic, didn't even afford him any extra strength.

Still, he tried to see if he could get anything concealed in the arm to activate, Just in case.

It was a comfort for him-His bad arm, He liked to think he lost it doing something meaningful. Something big and important-the kind of thing \*someone\* would remember, talk about.

He'd like to find that someone, someday.

Until then, he'd have to get by, and [Faction/team/character] let him do that. Let him take care of himself using his talents- and he was \*very\* talented at what he did

When he talked, People listened. Folks took him at his words. Like they had power

He smirked. Remembered an old saying: The Pen is mightier than the Sword. Seemed true enough, at least if he replaced the Pen with his words.

He didn't know where guns factored into that, though.

Which was why he carried one, just in case.

# Commandant

## COMBAT TACTICS

The Commandant doesn't have any powers- as far as he knows, anyway. What he does have is military training and a powerful voice-when he talks, people listen.

### 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

### ATTACK POWERS

Name	Effect	END
Strike! Now!	6d6+1 Blast	3
Strong Electropistol	10d6 Blast	[12]
Combat Knife	1d6 (1d6+1 w/STR) Killing Attack - Hand-To-Hand	[1 rc]

### DEFENSE POWERS

Name	Effect	Defense	END
Custom-Fitted Combat Armor	Resistant Protection	12	0

### SENSORY POWERS

Name	Effect	END
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### COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	15	STUN:
Melee Damage	3d6	
Physical Defense	4/10	/50
Res. Phys. Defense	0/6	END:
Energy Defense	4/10	
Res. Energy Defense	0/6	/50
Mental Defense	0	BODY:
Power Defense	0	/12

### COMBAT VALUES

OCV: 3      DCV: 5

OMCV: 7      DMCV: 6

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>We're In This Together!:</b> Teamwork 14-, Persistent (+1/4), Usable Simultaneously (within 6m) (up to 8 people at once; +1 1/4), Recipient must be within Limited Range of the Grantor for power to be granted (17 Active Points); 2 Charges (-1 1/2), Requires a PRE roll (Characteristic roll; -1/2), Incantations (-1/4)	5
	<b>Leadership</b> Multipower, 32-point reserve, (32 Active Points); all slots Requires a PRE roll (Characteristic roll; -1/2), Incantations (-1/4)	18
3	1) <b>Take Aim!:</b> Aid OCV 3d6, Area Of Effect (8m Radius; +1/2), Selective (+1/4) (31 Active Points); Requires a PRE roll (Characteristic roll; -1/2), Incantations (-1/4)	2f
3	2) <b>Take Cover!:</b> Aid DCV 3d6, Area Of Effect (8m Radius; +1/2), Selective (+1/4) (31 Active Points); Requires a PRE roll (Characteristic roll; -1/2), Incantations (-1/4)	2f
3	3) <b>Get it Together!:</b> Healing STUN 3d6 (30 Active Points); Requires a PRE roll (Characteristic roll; -1/2), Incantations (-1/4)	2f
3	4) <b>Strike! Now!:</b> Blast 6d6+1 (32 Active Points); Requires Teammate or Ally in HTH With Target (-1), Requires A PRE Roll (Characteristic roll; -1/2), Incantations (-1/4)	1f
3	5) <b>Double Time!:</b> Running 13m, Persistent (+1/4), Usable Simultaneously (within 6m) (up to 8 people at once; +1 1/4), Recipient must be within Limited Range of the Grantor for power to be granted (32 Active Points); Requires a PRE roll (Characteristic roll; -1/2), Incantations (-1/4)	2f
2	6) <b>Inspire:</b> Aid Any one Characteristic except DEX or CON 1 1/2d6, Characteristics (+1/2), Ranged (+1/2), Area Of Effect (8m Radius; +1/2), Selective (+1/4) (25 Active Points); Requires a PRE roll (Characteristic roll; -1/2), Only to Aid Others (-1/2), Incantations (-1/4)	1f
[12]	<b>Strong Electropistol:</b> Blast 10d6 (50 Active Points); OAF (-1), Beam (-1/4), 12 Charges (-1/4)	20
0	<b>Custom-Fitted Combat Armor:</b> Resistant Protection (6 PD/6 ED) (18 Active Points); Half Mass Power loses about a third of its effectiveness (-1/2), OIF (-1/2)	9
[1 rc]	<b>Combat Knife:</b> HKA 1d6 (1d6+1 w/STR), Range Based On STR (+1/4), Armor Piercing (+1/4), Penetrating (+1/2) (30 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1)	9
Total Powers Cost		71

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### SKILLS

Roll	Description	Cost
15-	Acting	3
15-	Power: Leadership	3
14-	Tactics	11
14-	Teamwork	7
13-	Climbing	3
8-	Concealment	0
15-	Conversation	3
8-	Deduction	0
8-	AK	0
8-	KS	0
11-	KS (2 Active Points)	0
	Language (idiomatic; literate) (5 Active Points)	0
11-	Paramedics	3
15-	Persuasion	3
11-	PS	0
8-	Shadowing	0
8-	Stealth	0
	TF: Common Motorized Ground Vehicles (2 Active Points)	0
Total Skills Cost		36

### COMPLICATIONS

Description	Points
Distinctive Features: Gruff, Piercing Baritone (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Distinctive Features: Synthetic Right Arm (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	10
Hunted: Infrequently (Less Pow; NCI; Watching)	0
Psychological Complication: Compelled to Take Charge in Combat Situations (Common; Strong)	15
Rivalry: Professional (Ex Squadmate seeks to outcompete him), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry	5
Psychological Complication: Must feel like he has a "team" that needs him and despises the idea of "abandoning" his "team" (Uncommon; Strong)	10
Psychological Complication: Is, on some level, convinced his synthetic arm conceals some kind of super-gadget (Uncommon; Moderate)	5
Unluck: 2d6	10
Total Complications Points	60