

Character Name Li'l Rocket

Alternate Identities Jerry Jackson Vahn

Player Name Jerry Varvel

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

| Val | Char | Points | Roll |
|--------------|------|-----------|-------------------|
| <u>15/20</u> | STR | <u>5</u> | <u>12-/13-</u> |
| <u>18</u> | DEX | <u>16</u> | <u>13-</u> |
| <u>15/22</u> | CON | <u>5</u> | <u>12-/13-</u> |
| <u>15</u> | INT | <u>5</u> | <u>12-</u> |
| <u>13</u> | EGO | <u>3</u> | <u>12-</u> |
| <u>12</u> | PRE | <u>2</u> | <u>11-</u> |
| <u>6/12</u> | OCV | <u>15</u> | |
| <u>7/12</u> | DCV | <u>10</u> | |
| <u>3</u> | OMCV | <u>0</u> | |
| <u>3</u> | DMCV | <u>0</u> | |
| <u>6/8</u> | SPD | <u>40</u> | |
| <u>7/20</u> | PD | <u>0</u> | |
| <u>7/20</u> | ED | <u>0</u> | |
| <u>5/20</u> | REC | <u>1</u> | |
| <u>20/77</u> | END | <u>0</u> | |
| <u>12</u> | BODY | <u>2</u> | Total Cost |
| <u>20/56</u> | STUN | <u>0</u> | <u>99</u> |

CURRENT STATUS

| | Maximum | Current |
|------|---------|---------|
| END | 20/77 | |
| BODY | 12 | |
| STUN | 20/56 | |

EXPERIENCE POINTS

| | |
|--------------------------------|------------|
| Total Points | <u>506</u> |
| Total Experience Earned | <u>106</u> |
| Experience Spent | <u>106</u> |
| Experience Unspent | 0 |

VITAL INFORMATION

HTH damage (STR/5)d6 3d6/4d6
Lift 200kg/400kg STR END Cost $\frac{1}{2}$

Phases 1 2 3 4 5 6 7 8 9 10 11 12

Base OCV 6/12 **Base DCV** 7/12

Base OMCV 3 **Base DMCV** 3

Combat Skill Levels

Presence Attack (PRE/5)d6 2d6

HIT LOCATION CHART

| 3d6 Roll | STUN 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; +(v/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† | -v/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 | 7/20 |
| Resistant PD | 7/20 |
| Normal ED | 7/20 |
| Resistant ED | 7/20 |
| Mental Defense | 5 |
| Power Defense | 5 |
| Flash Defense | |

SENSES

Perception Roll (9+INT/5) 12-15-

Enhanced and Unusual Senses

+3 PER with Sight Group (6 APs); Ol...

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 | OCV | Hit Location |
|-------------------------------|-----|--------------|
| 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) | 8m | 16m |
| Swim (4m) | 2m | 4m |
| H. Leap (4m) | 4m | 8m |
| V. Leap (2m) | 2m | 4m |
| Flight | 49m | 98m |

Movement SFX

Character Name Li'l Rocket

Height 1.00 m Weight 22.00 kg

Hair color Brown Eye color Brown

Campaign Name New Champions Protocol
Genre Super Heroic
Gamemaster Jim Dickinson

| Cost | Name | Roll |
|------|--|------|
| 3 | Acrobatics | 13- |
| 1 | Acting | 8- |
| 3 | Breakfall | 13- |
| 3 | Computer Programming | 12 |
| 3 | Contortionist | 13- |
| 1 | Disguise | 8- |
| 3 | Electronics | 12- |
| 3 | Inventor | 12- |
| 3 | Mechanics | 12- |
| 3 | Science Skill: Magnetics | 12- |
| 12 | Intellect Skill Levels: +3 with all Intellect Skills | |
| 3 | Stealth | 13- |
| 3 | Speed Tricks: Power | 11- |
| 3 | Teamwork | 13- |
| 3 | Basic Geography: KS: Knows where he is going | 12- |
| 6 | Money: Wealthy | |
| 3 | Absolute Time Sense | |
| 3 | Bump Of Direction | |
| 3 | Lightning Calculator | |
| 4 | Speed Reading (x10) | |
| 4 | Double Jointed | |
| 5 | Eidetic Memory | |

| Cost | Name | Power/Equipment | END |
|------|-----------------------------------|--|-----|
| 44 | Super-Runner | Multipower, 77-point reserve, all slots OIF (-½), Unified Power (All slots in Surface Running MP; -¼) | |
| 4f | Surface Running | 1) Flight 44m, No Turn Mode (+¼), Combat Acceleration/Deceleration (+¼), Costs Endurance Only To Activate (+¼) (77 APs); OIF (-½), Only in contact with a surface (-¼), Unified Power (All slots in Surface Running MP; -¼) | 7 |
| 1f | Rocket Trip | 2) Flight 5m, No Turn Mode (+¼), Costs Endurance Only To Activate (+¼), Usable Simultaneously (up to 8 people at once; +¼), Grantor pays the END whenever the power is used, Grantor controls the power totally, MegaScale (1m = 10,000 km; +2) (24 APs); OIF (-½), Only in Contact With A Surface Power loses about a fourth of its effectiveness (-¼), Unified Power (All slots in Surface Running MP; -¼) | 2 |
| 2f | Atomic Magnetic Alignment | 3) Desolidification (affected by Extrem Magnetic Fields) (40 APs); Extra Time (Extra Segment, Only to Activate, Character May Take No Other Actions, -½), OIF (-½), Unified Power (All slots in Surface Running MP; -¼) | 4 |
| | Penalty Skill Levels | all slots OIAID (-¼) | |
| 6 | Battering Ram | 1) ++ to offset a specific negative OCV modifier with Move-By / Move-Thrus (8 APs); OIAID (-¼) | |
| 2 | I'll Take that - PSL | 2) +3 to offset a specific negative OCV modifier with any single attack (3 APs); OIAID (-¼) | |
| 43 | Magnetic Field Speed Manipulation | Multipower, 75-point reserve, (75 APs); all slots OIF (-½), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | |
| 4f | Repeating Punches | 1) HA +8 ½d6, Autofire (3 shots; +¼), Reduced Endurance (½ END; +½) (75 APs); OIF (-½), Hand-To-Hand Attack (-¼), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 2 |
| 4f | Punch Storm | 2) Hand-To-Hand Attack +15d6 (75 APs); OIF (-½), Hand-To-Hand Attack (-¼), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 7 |
| 3f | I'll Take That | 3) +75 STR (75 APs); Only with Grab-By Power loses about half of its effectiveness (-1), OIF (-½), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 7 |
| 4f | Lightning Blast | 4) Blast 15d6 (75 APs); OIF (-½), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 7 |
| 3f | Supersonic Finger-Snap | 5) Blast 7d6+1, Attack Versus Alternate Defense (Hearing Group Flash Defense; All Or Nothing; +1) (74 APs); No Range (-½), OIF (-½), No Knockback (-¼), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 7 |
| 4f | Electromagnetic Doppler Effects | 6) Entangle 4d6, 5 PD/5 ED (Stops A Given Sense Normal Sight), Affects Desolidified Any form of Desolidification (+½) (75 APs); OIF (-½), Limited Range (Must be able to circle hex / hexes targeted; -¼), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 7 |
| 3f | Some Dissassembly Required 2 | 7) Major Transform 7 ½d6 (Working Tech into Disassembled Not Working Tech, Reassembled ('healing') the Tech.) (75 APs); Limited Target ([Limited]; -½), OIF (-½), Unified Power (All Slots in Magnetic Field Speed Manipulation MP; -¼) | 7 |
| | Super Suit | all slots OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 3 | Magnetic Enhancement | 1) +5 STR, Autofire (3 shots; +¼) (6 APs); OIF (-½), Unified Power (-¼) | 1 |
| 7 | Lightning Reflexes | 2) Lightning Reflexes (+12 DEX to act first with All Actions) (12 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 4 | Extra Padding | 3) +7 CON (7 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 17 | OCV | 4) +6 OCV (30 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 14 | DCV | 5) +5 DCV (25 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 3 | Goggles | 6) +3 PER with Sight Group (6 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |

| Cost | Complication |
|------|--|
| 15 | Secret ID: (Frequently; Major) |
| 15 | Must eat 4 times normal: (Frequently; Slightly Impairing) |
| 15 | Protective of Innocents: (Common; Strong) |
| 15 | Distinctive Features: Midget (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses) |
| 10 | Claustrophobia: (Common; Moderate) |
| 0 | Physical Complication: +6m Knockback (Infrequently; Barely Impairing; Custom Adder) |
| 5 | Complication Buy Off - Added Knockback Due to Size |

75 Total Complications Points

Character Name *Li'l Rocket*
 Alternate Identities *Jerry Jackson Vahn*
 Player Name *Jerry Varvel*

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POWERS AND EQUIPMENT (continued)

| Cost | Name | Power/Equipment | END |
|------|--|---|-----|
| | Super Suit | (continued) | |
| 22 | Magnetic Suit Fibers | 7) Resistant Protection (13 PD/13 ED) (39 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 9 | Magnetic Suit Fibers | 8) Resistant Protection (5 Mental Defense/5 Power Defense) (15 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 17 | | 9) Damage Negation (-3 DCs Physical, -3 DCs Energy) (30 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 11 | Agility Booster - SPD | 10) +2 SPD (20 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 9 | Energy Booster -REC | 11) +15 REC (15 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 6 | Energy Booster - END | 12) +57 END (12 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 10 | Magnetic Suit Fibers - STUN | 13) +36 STUN (18 APs); OIF (-½), Unified Power (All slots in Super Suit; -¼) | |
| 5 | I Can Hold My Breath | 14) L5 (Self-Contained Breathing) (10 APs); OIF (-½), Requires A Roll (14- roll; -¼), Unified Power (All slots in Super Suit; -¼) | |
| | Enhanced Speedster Body | Enhanced Speedster Body | |
| 4 | Magnetic Enhancement Base... | 1) Autofire (3 shots; +¼) for up to 15 APs of STR (4 APs) | 1 |
| 6 | Increased Metabolism - Physical Damage | 2) +5 PD, Resistant (+½) (8 APs); Unified Power (PD / ED / Regeneration all unified together ; -¼) (Modifiers affect Base Characteristic) | |
| 6 | Increased Metabolism - Energy Damage | 3) +5 ED, Resistant (+½) (8 APs); Unified Power (PD / ED / Regeneration all unified together ; -¼) (Modifiers affect Base Characteristic) | |
| 17 | Increased Metabolism - Regeneration | 4) Regeneration (1 BODY per Turn), Can Heal Limbs (21 APs); Unified Power (PD / ED / Regeneration all unified together ; -¼) | |
| 10 | Ever Vigilant in Combat | 5) Defense Maneuver I-IV | |
| 3 | Where is my Super Suit (END... | 6) Cosmetic Transform Id6 (Current clothes Into Super Suit) | 1 |
| | Being A Midget | Being A Midget | |
| 10 | Being A Midget is Hard to Hit | 1) +2 DCV | |
| 4 | Being a Midget is Hard To See | 2) +2 Stealth | |
| 5 | Complication Buy off - Increa... | Custom Power (5 APs) | |