

Character Name Karelia
 Alternate Identities Karen Linden
 Player Name Chris Goodwin

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>20</u>	STR	<u>10</u>	<u>13-</u>
<u>23</u>	DEX	<u>26</u>	<u>14-</u>
<u>23</u>	CON	<u>13</u>	<u>14-</u>
<u>18</u>	INT	<u>8</u>	<u>13-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>25</u>	PRE	<u>15</u>	<u>14-</u>
<u>8</u>	OCV	<u>25</u>	
<u>10</u>	DCV	<u>35</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>5</u>	SPD	<u>30</u>	
<u>10/26</u>	PD	<u>8</u>	
<u>10/26</u>	ED	<u>8</u>	
<u>8</u>	REC	<u>4</u>	
<u>45</u>	END	<u>5</u>	
<u>15</u>	BODY	<u>5</u>	Total Cost
<u>50</u>	STUN	<u>15</u>	<u>228</u>

CURRENT STATUS

	Maximum	Current
END	<u>45</u>	
BODY	<u>15</u>	
STUN	<u>50</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 4d6
 Lift 400kg STR END Cost 2
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 8 Base DCV 10
 Base OMCV 3 Base DMCV 4
 Combat Skill Levels _____
+2 with Martial Arts

 Presence Attack (PRE/5)d6 5d6

EXPERIENCE POINTS

Total Points	<u>505</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

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†	-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
Countersrike	½	+2	+2	8d6 Strike, Must Follow Block
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm; 40 STR to Disarm
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Martial Escape	½	+0	+0	45 STR vs. Grabs
Martial Strike	½	+0	+2	8d6 Strike
Martial Throw	½	+0	+1	6d6 +w/10, Target Falls
Offensive Stri...	½	-2	+1	10d6 Strike
Passing Disarm	½	-1	-1	Disarm, 40 STR to Disarm; FMove

DEFENSES

Type	Amount/Effect
Normal PD	<u>10/26</u>
Resistant PD	<u>0/16</u>
Normal ED	<u>10/26</u>
Resistant ED	<u>0/16</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	<u>10 (Sight Group)</u>

SENSES

Perception Roll (9+INT/5) 13-
 Enhanced and Unusual Senses
Nightvision

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)	<u>24m</u>	<u>48m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>10m</u>	<u>20m</u>
V. Leap (2m)	<u>5m</u>	<u>10m</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

Character Name Karelia
Height 1.70 m Weight 86.00 kg
Hair color Violet-blue Eye color Light Brown



Campaign Name Evergreen City
Genre Champions
Gamemaster Chris Brower

Cost	Name	Roll
3	Acrobatics	14-
3	Analyze: Combat	13-
3	Analyze: Magic	13-
3	Breakfall	14-
3	Climbing	14-
3	Combat Driving	14-
3	Combat Piloting	14-
3	Computer Programming	13-
3	Contortionist	14-
3	Criminology	13-
3	Deduction	13-
10	Defense Maneuver I-IV	
3	Fast Draw: Character's carried weapons	14-
3	Inventor	13-
2	CuK: Superheroes	11-
3	Paramedics	13-
3	Persuasion	14-
1	Power: Latent Magic	8-
3	PS: Leadership	14-
2	PS: Parkour	11-
5	Rapid Attack: HTH Multiple Attacks Only (-1)	
3	Shadowing	13-
3	Stealth	14-
3	Survival	13-
3	Systems Operation	13-
3	Tactics	13-
3	Teamwork	14-
2	TF: Combat Aircraft, Small Motorized Ground Vehicles, Small Planes, Two-Wheeled Motorized Ground Vehicles	
10	Two-Weapon Fighting	
8	WF: Beam Weapons, Common Melee Weapons, Energy Weapons, Small Arms	
3	Weaponsmith	13-
10	+2 with Martial Arts	
0	Martial Arts: Wide and varied martial arts training	
4	1) Counterstrike	
4	2) Martial Block	
4	3) Martial Disarm	
4	4) Martial Dodge	
4	5) Martial Escape	
4	6) Martial Strike	
3	7) Martial Throw	
5	8) Offensive Strike	
5	9) Passing Disarm	
2	10) Weapon Element: Clubs, Default Element, Staffs	
8	11) +2 HTH Damage Class(es)	
3	Positive Reputation: The scion of a very large super family (Most supers) +3/+3d6	8-
15	Combat Sense 13-	13-
22	Danger Sense (self only, out of combat, function as a Sense) 13-	13-
3	+1/+1d6 Striking Appearance (vs. all characters)	

209 Total Skills, Perks, & Talents Cost

[illegible]

Cost	Complication
15	<u>Distinctive Features: Boring costume, no logo (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)</u>
10	<u>Enraged: When family shows up to "help" (Uncommon), go 11-, recover 14-</u>
15	<u>Hunted: "Those guys in the yellow-and-green suits" (Infrequently; Mo Pow; Harshly Punish)</u> (Infrequent)
15	<u>Psychological Complication: Can't stand most of her family members (Common; Strong)</u>
10	<u>Social Complication: Pressured by family to follow in their footsteps Frequently, Minor</u>
10	<u>Social Complication: Secret Identity Frequently, Minor</u>
75	Total Complications Points

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