Interface

Character Name
Alex "Keys" Keegan
Alternate Identities:
Player Name: Chris Goodwin

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll	Notes
8	STR	-2	11-	HTH Damage 1 1/2d6 END [1]
13	DEX	6	12-	
13	CON	3	12-	
18	INT	8	13-	PER Roll 13-
13	EGO	3	12-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
4	DCV	5		
5	OMCV	6		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		6 PD (0 rPD)
6	ED	4		6 ED (0 rED)
8	REC	4		
40	END	4		
10	BODY	0		
25	STUN	3		

61 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total Points:	249
Total XP Earned:	0
XP Spent:	0
XP Unspent:	0
Base Points:	250
Complication Points:	50

MOVEMENT

Type	Total
Run	12m[24m NC]
Swim	4m[8m NC]
H. Leap	4m
V. Leap	2m

DEFENSES

Type	Amount
Physical Defense	6
Res. Phys. Defense	0
Energy Defense	6
Res. Energy Defense	0
Mental Defense	5
Power Defense	0

COMBAT INFORMATION

OCV: 3   DCV: 4

Combat Skill Levels:

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2+v/10; you take 1/3
Move Through	1/2	-v/10	-3	STR+v/6; you take ½ or all
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/STR dmg
Trip	1/2	-1	-2	Ranged Attacks only

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-128	126-250
RMOD	0	-2	-4	-6	-8	-10

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HERO
SYSTEM
SIXTH EDITION

SKILLS

Cost	Name
3	Computer Programming 13-
1	Cryptography 8-
3	Electronics 13-
2	Inventor 10-
2	KS: Boolean Logic 11-
3	KS: Computer Languages 12-
2	KS: General High School Education knowledge 11-
2	High school Spanish: Language: Spanish (basic conversation; literate)
2	Navigation (Other Network) 13-
1	Boy Scout CPR training: Paramedics 8-
3	Social Engineering: Persuasion 11-
3	PS: Computer Hacker 12-
2	Science Skill: Computer Science 11-
3	Security Systems 13-
3	+1 with computer-related Skills
2	Boy Scout outdoorsmanship training: Survival (Temperate/Subtropical) 13-
3	Anything with a keyboard: Systems Operation 13-
1	Teamwork 8-
41	**Total Skills Cost**

PERKS

Cost	Name
3	Computer Link
	Notes: Which system is TBD.
3	**Total Perks Cost**

TALENTS

Cost	Name
3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading (x10)
15	**Total Talents Cost**

POWERS

Cost	Power	END
5	*Be Prepared!:* Luck (+1 Hero Token) 1d6	0
15	*Cyberlink (Ranged Link):* Mind Link , Machine class of minds, any willing machine	0
5	Mental Defense (5 points total)	0
10	*Cameravision:* Clairsentience (Sight Group) (20 Active Points); Only Through Cameras And Listening Devices (-1)	2
25	*Weak Cyberscan:* Mind Scan 5d6 (Machine class of minds)	2
25	*Cyberpathy:* Multipower, 25-point reserve	
5v	1) *Cyberpathy:* Telepathy 5d6 (Machine class of minds) (25 Active Points)	2
5v	2) *Cybercontrol:* Mind Control 5d6 (Machine class of minds) (25 Active Points)	2
4v	3) *Cyberillusions I:* Mental Illusions 5d6 (25 Active Points); Cannot Cause Harm (-1/4)	2
2v	4) *Erase/Alter Records:* Severe Transform 1d6-1 (add, alter, or remove computer Psychological Complications, programs, or records, heals back through application of the same power, reporgramming, and/or re-entering the same data), Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Partial Transform (+1/2) (17 Active Points); Limited Target (computer software and files; -1/2), No Range (-1/2)	2
23	*Drone:* Multipower, 35-point reserve, (35 Active Points); all slots Unified Power (-1/4), Physical Manifestation (drone; takes time to rebuild if destroyed; -1/4*)	
2f	1) *Drone Cameras:* Clairsentience (Sight Group), Mobile Perception Point (can move up to 12m per Phase) (25 Active Points); Unified Power (-1/4), Physical Manifestation (drone; takes time to rebuild if destroyed; -1/4*)	2
2f	2) *Drone-mounted Stun Blaster:* Blast 4 1/2d6, Indirect (Source Point can vary from use to use, path is from Source Point to target; +1/2) (34 Active Points); Unified Power (-1/4), Physical Manifestation (drone; takes time to rebuild if destroyed; -1/4*), 16 Charges (-0)	[16]
1f	3) *Drone Carrying Claw:* Telekinesis (10 STR) (15 Active Points); Unified Power (-1/4), Physical Manifestation (drone; takes time to rebuild if destroyed; -1/4*)	1
129	**Total Powers Cost**	

COMPLICATIONS

Cost	Complication
10	Distinctive Features: Kid (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Hacker Community Infrequently (Mo Pow; NCI; Watching)
5	Social Complication: Over 18, Under 21 Infrequently, Minor
15	Psychological Complication: Better With Computers Than People (Common; Strong)
5	Rivalry: Professional (xXxSistemWyzard42069xXx, fellow hacker; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
5	Hunted: Whoever owns the database he has access to Infrequently (Mo Pow; Watching)
50	**Total Complications Value**

APPEARANCE

Hair Color: Brown
Eye Color: Blue
Height: 1.82 m : 6' 0"
Weight: 80.00 kg : 176 lbs

Description:

Alex is 6 feet tall and on the skinny side, with brown hair and blue eyes. He has just recently turned 18 and is graduating from high school this June.

BACKGROUND

Alex "Keys" Keegan knew what he wanted to be when he was a small child and discovered his dad's stash of retro computer systems. Apple II, Commodore 64, TRS-80, even a few obscure ones. As a Cub Scout and later a Boy Scout he was able to temper his obsession with computers... somewhat. He earned every merit badge they had for computers, electronics, anything vaguely related to computers. He gained the nickname "Keys" based on his habit of fiddling with every keyboard he came across, as well as a play on his last name. He left Scouting around freshman year when they started insisting he try to earn badges in things that *weren't* computer-related, though despite his best efforts he did manage to learn CPR and basic outdoor survival techniques.

One night recently after a 48-hour Monster-fueled coding and gaming marathon, Alex passed out from exhaustion. His dreams that night were all computer-related: seeing the patterns and streams data makes in its connections through the Internet, connecting to his Discord chats mentally, coding without touching the computers... when he woke up he realized he had in fact been doing that. The results were garbage, because the unconscious sleeping mind isn't really suited for complicated logic and reasoning, but he discovered that he could sense, connect to, and manipulate computers remotely.

PERSONALITY

Alex is a computer nerd. And generally a nerd; gaming, SF, electronics, and math, to name a few subjects, but computers are his lifeblood.

QUOTE

"Oh hey, I can get into that." To the computer: "Hello there, let's have a little chat..."

POWERS/TACTICS

He can mentally connect with computers from a distance; if he can see the computer he can connect to it. In addition he can mentally connect to electronic cameras and make them see what he wants them to. He's not a combatant, at all. He will probably get his ass kicked if a fighter of any kind takes notice of him. (XP will go towards rectifying this...)

CAMPAIGN_USE

Interface is the team hacker, if two is considered a "team". He's just Really Good with computers.