Character Name Irina

Alternate Identities

Player Name Rachel

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
10	STR		
18	DEX	16	
10	CON		
10	INT		
10	EGO		
13	PRE	3	
3	OCV		
3	DCV		
3	OMCV		
3	DMCV		
2	SPD		
2	PD		
2	ED		
7	REC	3	
20	END		
10	BODY		**Total Cost**
30	STUN	5	27

CURRENT STATUS

	Maximum	Current
END		
BODY		
STUN		

VITAL INFORMATION

HTH damage (STR/5)d6

Lift _____ STR END Cost ____

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

Base OCV _____ **Base DCV** _____

Base OMCV _____ **Base DMCV** _____

Combat Skill Levels

Presence Attack (PRE/5)d6

EXPERIENCE POINTS

Total Points

Total Experience Earned

Experience Spent

Experience Unspent

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; +(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	
Resistant PD	
Normal ED	
Resistant ED	
Mental Defense	
Power Defense	
Flash Defense	

SENSES

Perception Roll (9+INT/5)

Enhanced and Unusual Senses

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)		
Swim (4m)		
H. Leap (4m)		
V. Leap (2m)		

Movement SFX

CHARACTER INFORMATION

Character Name: Irina

Height: _____ Weight: _____

Hair color: _____ Eye color: _____

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name: Kaiju Academy

Genre: Mage Errantish

Gamemaster: Jeremy

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
		8-
	Acting	8-
	Climbing	8-
	Concealment	8-
	Conversation	8-
	Deduction	8-
	KS: Hometown	8-
	Language: native idiomatic	
	Paramedics	8-
	Persuasion	8-
	PS: Student	11-
	Shadowing	8-
	Stealth	8-
	Transport Familiarty: ?	8-
3	Teamwork	13-
3	Acrobatics	13-
2	PS: Circus	
12	martial arts	
	(strike 4, escape 4, block 4)	
20		
0	Total Skills, Perks, & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
		Gas affinity	
10		Detect gas, discriminatory	
		Light affinity	
5		Nightvision	
		Metal affinity	
5		Detect metal	
		Kinetic Energy affinity	
		Transmutation	
6		20 end, 3 Rec (7), only Transmutation Powers (-1/4)	
10		Damage negation -2	
10		blast 2d6	
5		hand to hand 1d6, HA only (-1/4)	
		Cantrips	
2		Produce light	
		Produce flame	
53	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS ( )

Cost	Complication
5	Soc: Past life
10	Psych: Afraid of powers
15	Psych: protective of children (strong)
30	Total Complications Points