

Character Name American Gal
 Alternate Identities "Amy", "AG"
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
80	STR	45	25-
18	DEX	16	13-
18	CON	8	13-
23	INT	13	14-
18	EGO	8	13-
20	PRE	10	13-
11	OCV	40	
7	DCV	20	
3	OMCV	0	
6	DMCV	9	
6	SPD	40	
39/51	PD	18	
37/49	ED	16	
10	REC	6	
60	END	8	
18	BODY	8	
50	STUN	15	
		Total Cost	302

CURRENT STATUS		
	Maximum	Current
END	60	
BODY	18	
STUN	50	

EXPERIENCE POINTS	
Total Points	503
Total Experience Earned	108
Experience Spent	103
Experience Unspent	5

VITAL INFORMATION	
HTH damage (STR/5)d6	16d6
Lift	1.6ktons STR END Cost 5
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	11 Base DCV 7
Base OMCV	3 Base DMCV 6
Combat Skill Levels	
Presence Attack (PRE/5)d6	4d6

HIT LOCATION CHART						
3d6 Roll	Location	STUN x	N STUN x	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†	-w/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
Basic Strike	½	+1	+0	18d6 Strike
Choke Hold	½	-2	+0	Grab One Limb; 2d6 NND
Legsweep	½	+2	-1	17d6 Strike, Target Falls

DEFENSES	
Type	Amount/Effect
Normal PD	39/51
Resistant PD	2/14
Normal ED	37/49
Resistant ED	2/14
Mental Defense	12
Power Defense	8
Flash Defense	

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

SENSES	
Perception Roll (9+INT/5)	14-
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	36m	144m
Swim (4m)	4m	8m
H. Leap (4m)	24m	48m
V. Leap (2m)	12m	24m
Flight	32m	64m
Tunneling	10m	20m
Movement SFX		

CHARACTER INFORMATION

Character Name American Gal
 Height 1.75 m Weight 60.00 kg
 Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign Name _____
 Genre XP thru Game 51
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
7	Vilani Technology: Electronics	16-
3	Analyze: Combat	14-
3	Breakfall	13-
3	Bugging	14-
3	Bureaucratics	13-
3	Deduction	14-
3	Computer Programming	14-
3	Criminology	14-
3	Cryptography	14-
3	Electronics	14-
3	Lockpicking	13-
3	Mechanics	14-
3	Paramedics	14-
3	Conversation	13-
3	Charm	13-
3	Stealth	13-
3	Streetwise	13-
3	Army Training: Survival	14-
3	Tactics	14-
1	Chinese: Language (basic conversation)	
2	Russian: Language (fluent conversation)	
1	Spanish: Language (basic conversation)	
1	French: Language (basic conversation)	
1	Arabic: Language (basic conversation)	
3	Basic Strike	
4	Choke Hold	
3	Legsweep	
15	Combat Sense 14-	14-

92 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
3		+2 ED, Resistant (+½) (3 APs)	
3		+2 PD, Resistant (+½) (3 APs)	
30	Super Suit	Resistant Protection (12 PD/12 ED), Hardened (+¼) (45 APs); OIF (Super Suit; -½)	
5	Super Suit	Power Defense (8 points) (8 APs); OIF (-½)	
12		Mental Defense (12 points total)	
27	Super Suit	Multipower, 40-point reserve, (40 APs); all slots OIF (-½)	
3v	Dampening Field	1) +17 PD, Impenetrable (+¼), Hardened (+¼) (25 APs); OIF (-½)	
3v	Dampening Field	2) +17 ED, Impenetrable (+¼), Hardened (+¼) (25 APs); OIF (-½)	
5v	Electromechanical Assist	3) +25 STR, Reduced Endurance (0 END; +½) (37 APs); OIF (-½)	
5v	Flight	4) Flight 32m, Reduced Endurance (½ END; +¼) (40 APs); OIF (-½)	1
2v	Electromechanical Assist	5) Running +12m (36m total), x4 Noncombat (17 APs); OIF (-½)	2
4v	Gloves	6) Tunneling 10m through 10 PD material (30 APs); OIF (-½)	3
2f	Force Shackles	7) Entangle 4d6, 4 PD/4 ED (40 APs); No Range (-½), OIF (-½)	4
1f	Personal Shield	8) Life Support (Extended Breathing: 1 END per Turn; Immunity: Asphyxiants; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (12 APs); OIF (-½)	
1v	Gloves - Electrostatic...	9) Clinging (normal STR) (10 APs); OIF (-½)	
1f	Camo Mode	10) Invisibility to Sight Group (20 APs); OIF (-½)	2
2v	Welding Gloves	11) Blast 6d6, Armor Piercing (+¼) (37 APs); Extra Time (Extra Phase, -¾), Gestures, Requires Gestures throughout (-½), OIF (-½), Beam (-¼)	4

109 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication
10	Psychological Complication - Noblesse Oblige: (Common; Moderate)
10	Hunted: Immigration, Various Constabularies Infrequently (Less Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish) Infrequently
15	Hunted - GM Secret: Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Watching) Infrequently
5	Psychological Complication: Anti-communist, Anti-hippie, Antidisestablishmentarian. (Uncommon; Moderate)
10	Dependent NPC: Veterans Infrequently (Normal) Infrequently
10	Vulnerability - Freaked out by Fire, Explosions: 1 ½ x STUN Fire (Common)
15	Social Complication - "Off the Grid": Frequently, Major

75 Total Complications Points