Character Name _	Bambi
Alternate Identities	
Player Name	



CHARACTERISTICS				
Val	Char	Points	Roll	
10	STR	0	11	
15	DEX	10	12-	
15	CON	5	12-	
20	INT	10	<u>13-</u>	
25	EG0	15	14-	
20	PRE	10	<u>13-</u>	
_ 5	OCV	10		
_ 5	DCV	10		
_ 7	OMCV	12		
_ 7	DMCV	12		
5	SPD	30		
13/20	PD	11		
13/20	ED	11		
6	REC	2		
60	END	8		
10	BODY	0	Total Cost	
30	STUN	5	161	

CURRENT STATUS				
	Maximum	Current		
END	60			
BODY	10			
STUN	30			

VITAL INFORMATION
HTH damage (STR/5)d62d6
Lift 100kg STR END Cost 1
Phases 1 23456 789 10 11 12
Base OCV <u>5</u> Base DCV <u>5</u>
Base OMCV <u>7</u> Base DMCV <u>7</u>
Combat Skill Levels
+1 with All Combat
Presence Attack (PRE/5)d6 <u>4d6</u>

HERO
SYSTEM
SIXTH EDITION

EXPERIENCE PO	DINTS	
Total Points	308	
Total Experience Earned	0	
Experience Spent	8	
Experience Unspent	0	

	HIT LO					
3d6 Roll	Location	STUN	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	хЗ	x1	x1	-5	/_
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	rage D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
	Modifier r Notes			_	7	1

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
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 full	
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	Knock target Prone	
	—				

DEFENSES				
Type Amount/Effect				
Normal PD	13/20			
Resistant PD	0/7			
Normal ED	13/20			
Resistant ED	0/7			
Mental Defense	20			
Power Defense	0			
Flash Defense				

SENSES	
Perception Roll (9+INT/5)	13-
Enhanced and Unusual Sens	es
Telepathy 12d6 (60 APs)	

СОМВАТ МО	DIF	IERS	
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -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)	2d6+4		
Low Shot (Shoulders to Feet)	-2	2d6+7*	
Leg Shot (Vitals to Feet)	-4	1d6+12	
* Treat a 19 as the F	eet lo	cation	

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	<u>4m</u>		
Movement SFX				

CHARACTER INFORMATION

Character Name Bambi

Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



CAMPAIGN	INFORMATION
Campaign Name _	
Genre	
Gamemaster	

SKILLS, PERKS, & TALENTS				
	Name	Roll		
10	+1 with All Combat	11011		
	THIST AND COMPANY			
15	Combat Sense 13-	13-		
—				
		- —		
		- —		
		- —		
25	Total Skills, Perks, & Talent	s Cost		

POWERS AND EQUIPMENT				
Cost	Name	Power/Equipment	END	
30	Psychokinetic Shield II	Resistant Protection (7 PD/7 ED/6 Mental Defense)		
14	Mental Shields	Mental Defense (20 points total)		
60	Mind over men	Multipower, 60-point reserve		
6f	Mental Assault	1) Mental Blast 6d6 (60 APs)	_6_	
6f	Mental Control	2) Mind Control 12d6 (60 APs)	_6_	
6f	Mindreading	3) Telepathy 12d6 (60 APs)	_6_	
			_	
			_	
			_	
			—	
122 Total Powers/Equipment Cost				

	MATCHING COMPLICATIONS (75)	
Cost	Complication	
_30	Hunted: Police Very Frequently (Mo Pow; NCI; Harshly Punish)	Very Frequently
_10	Negative Reputation: , Frequently	
_10	Rivalry: Professional, Other Gang, Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry	
_10	Psychological Complication: Devoted to gang (Common; Moderate)	
60	Total Complications Points	