

Character Name Quantum
 Alternate Identities _____
 Player Name Jim Seymour

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
<u>20/60</u>	STR	<u>10</u>	<u>13-/21-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>20</u>	CON	<u>10</u>	<u>13-</u>
<u>15</u>	INT	<u>5</u>	<u>12-</u>
<u>10/30</u>	EGO	<u>0</u>	<u>11-/15-</u>
<u>10</u>	PRE	<u>0</u>	<u>11-</u>
<u>8</u>	OCV	<u>25</u>	
<u>8</u>	DCV	<u>25</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>5</u>	SPD	<u>30</u>	
<u>25/45</u>	PD	<u>13</u>	
<u>25/45</u>	ED	<u>13</u>	
<u>10</u>	REC	<u>6</u>	
<u>60</u>	END	<u>8</u>	
<u>15</u>	BODY	<u>5</u>	Total Cost
<u>50</u>	STUN	<u>15</u>	<u>181</u>

CURRENT STATUS		
	Maximum	Current
END	<u>60</u>	_____
BODY	<u>15</u>	_____
STUN	<u>50</u>	_____

EXPERIENCE POINTS	
Total Points	<u>479</u>
Total Experience Earned	<u>79</u>
Experience Spent	<u>79</u>
Experience Unspent	<u>0</u>

VITAL INFORMATION	
HTH damage (STR/5)d6	<u>4d6/12d6</u>
Lift <u>400kg/102.4tons</u>	STR END Cost <u>2/8</u>
Phases	1 2 <u>3</u> 4 <u>5</u> 6 7 <u>8</u> 9 <u>10</u> 11 <u>12</u>
Base OCV	<u>8</u> Base DCV <u>8</u>
Base OMCV	<u>3</u> Base DMCV <u>3</u>
Combat Skill Levels	_____
	<u>+3 small group (Blast, RKA, Flash)</u>
	<u>+1 with Multipower</u>

Presence Attack (PRE/5)d6	<u>2d6</u>

HIT LOCATION CHART					
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Defense/Hit 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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

DEFENSES	
Type	Amount/Effect
Normal PD	<u>25/45</u>
Resistant PD	<u>10/30</u>
Normal ED	<u>25/45</u>
Resistant ED	<u>10/30</u>
Mental Defense	<u>0</u>
Power Defense	<u>3</u>
Flash Defense	<u>4 (Sight Group)</u>
_____	_____
_____	_____
_____	_____

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)	<u>12-</u>
Enhanced and Unusual Senses	_____
<u>Infrared Perception (Sight Group)</u>	_____
<u>Radio Perception/Transmission (Ra...</u>	_____
_____	_____
_____	_____
_____	_____

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>
<u>Flight</u>	<u>52m</u>	<u>208m</u>
<u>Teleportation</u>	<u>60m</u>	<u>120m</u>
_____	_____	_____
Movement SFX	_____	_____

