

Character Name Lady Paladin
 Alternate Identities Sarah Frost
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
45	STR	35	18-
18	DEX	16	13-
18	CON	8	13-
23	INT	13	14-
18	EGO	8	13-
18	PRE	8	13-
10	OCV	35	
7	DCV	20	
3	OMCV	0	
6	DMCV	9	
6	SPD	40	
20/37	PD	18	
18/35	ED	16	
10	REC	6	
40	END	4	
18	BODY	8	
50	STUN	15	
			Total Cost
			<u>271</u>

CURRENT STATUS		
	Maximum	Current
END	40	
BODY	18	
STUN	50	

EXPERIENCE POINTS	
Total Points	431
Total Experience Earned	31
Experience Spent	31
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	9d6
Lift	12.8tons STR END Cost 4
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	10
Base DCV	7
Base OMCV	3
Base DMCV	6
Combat Skill Levels	
Presence Attack (PRE/5)d6	3 1/2d6

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	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8
					Average Def
					DCV Modifier
					Total Weight
Armor Notes					

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; +(w/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†	-w/10	-3	STR + v/6; you take 1/2 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
Basic Strike	1/2	+1	+0	11d6 Strike
Choke Hold	1/2	-2	+0	Grab One Limb; 2d6 NND
Legsweep	1/2	+2	-1	10d6 Strike, Target Falls

DEFENSES	
Type	Amount/Effect
Normal PD	20/37
Resistant PD	0/17
Normal ED	18/35
Resistant ED	0/17
Mental Defense	8
Power Defense	8
Flash Defense	

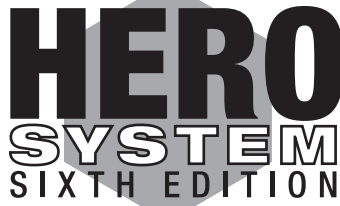
COMBAT MODIFIERS						
Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot	OCV	Hit Location				
Head Shot (Head to Shoulders)	-4	1d6+3				
High Shot (Head to Vitals)	-2	2d6+1				
Body Shot (Hands to Legs)	-1	2d6+4				
Low Shot (Shoulders to Feet)	-2	2d6+7*				
Leg 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)	16m	32m
Swim (4m)	4m	8m
H. Leap (4m)	20m	40m
V. Leap (2m)	10m	20m
Flight	26m	52m
Movement SFX		

CHARACTER INFORMATION

Character Name Lady Paladin
 Height 1.75 m Weight 60.00 kg
 Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign Name _____
 Genre XP thru Game 23: Heroes in Orbit
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Iconaut Technology: Electronics	14-
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-
1	Demolitions	8-
3	Electronics	14-
3	Interrogation	13-
3	Lockpicking	13-
3	Mechanics	14-
3	Paramedics	14-
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	
1	Positive Reputation (Former Member, Freedom Force) (A large group) +1/+1d6	8-
15	Combat Sense 14-	14-

87 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
23	Gadgeteering	<i>Gadgeteering</i> Variable Power Pool (Gadget Pool), 15 base + 15 control cost, Limited by Real Science (limited to real-world electro-mechanical special effects. e.g. Requires plausible power source, suitable materials; +1) (30 APs); OAF Fragile (Requires tools stored in cape. Always requires materials; -1 ¼)	
8		Mental Defense (8 points total)	
5	Super Suit	Power Defense (8 points) (8 APs); OIF (-½)	
24	Super Suit	Resistant Protection (12 PD/12 ED) (36 APs); OIF (-½)	
10	Cape	Multipower, 26-point reserve, (26 APs); all slots OAF (-1), Occupies Arms - No grab, block, etc.. Power loses about a third of its effectiveness (-½)	
If		1) Flight 26m (26 APs); Gliding (-1), OAF (-1), Occupies Arms - No grab, block, etc.. Power loses about a third of its effectiveness (-½)	
If		2) Resistant Protection (5 PD/5 ED) (Impermeable, Protect Carried Items) (25 APs); OAF (-1), Occupies Arms - No grab, block, etc.. Power loses about a third of its effectiveness (-½)	
If		3) Life Support (Extended Breathing; 1 END per Turn; Immunity Blistering Agents; Immunity: Asphyxiants; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat) (13 APs); OAF (-1), Occupies Arms - No grab, block, etc.. Power loses about a third of its effectiveness (-½)	

73 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication
15	Distinctive Features : Burned Face, Body (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Rivalry: Professional, Freedom Force, Rival is Significantly More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Unaware of Rivalry
10	Psychological Complication - Noblesse Oblige: (Common; Moderate)
20	Hunted: Russian SS Program Infrequently (No Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punished frequently)
5	Dependence: Pain Killers Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; 6 Hours; Addiction)
5	Psychological Complication: Comraderie with soldiers. (Uncommon; Moderate)
5	Psychological Complication: Anti-communist, Anti-hippie. (Uncommon; Moderate)
5	Dependent NPC: Various Retired Superheroes Infrequently (Slightly Less Powerful than the PC)

75 Total Complications Points