

Character Name Lord British  
 Alternate Identities 56-C Construction Unit  
 Player Name \_\_\_\_\_

# HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
50	STR	40	19-
13	DEX	6	12-
28	CON	18	15-
10	INT	0	11-
10	EGO	0	11-
20	PRE	10	13-
5	OCV	10	
5	DCV	10	
3	OMCV	0	
3	DMCV	0	
4	SPD	20	
25	PD	11	
25	ED	11	
20	REC	16	
30	END	2	
16	BODY	6	
50	STUN	15	
		<b>Total Cost</b>	<b>172</b>

CURRENT STATUS		
	Maximum	Current
END	30	
BODY	16	
STUN	50	

EXPERIENCE POINTS	
Total Points	300
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	10d6
Lift	25.6tons STR END Cost 5
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	5 Base DCV 5
Base OMCV	3 Base DMCV 3
Combat Skill Levels	
Presence Attack (PRE/5)d6	4d6

HIT LOCATION CHART					
3d6 Roll	STUN Location	x	N STUN	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	25
Resistant PD	12
Normal ED	25
Resistant ED	12
Mental Defense	0
Power Defense	0
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)	11-
Enhanced and Unusual Senses	
Radio Perception	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)		
H. Leap (4m)	2m	4m
V. Leap (2m)	1m	2m
Movement SFX		

**CHARACTER INFORMATION**

Character Name Lord British  
 Height 6' 7" Weight 4410 lbs  
 Hair color Brown Eye color Brown



**CAMPAIGN INFORMATION**

Campaign Name Outcasts  
 Genre Superhero  
 Gamemaster Sean Wijbrandus

**SKILLS, PERKS, & TALENTS**

Cost	Name	Roll
0	Everyman Skills	
0	1) Acting	8-
0	2) Climbing	8-
0	3) Concealment	8-
0	4) Conversation	8-
0	5) Deduction	8-
0	6) Paramedics	8-
0	7) Persuasion	8-
0	8) PS: Construction	11-
0	9) Shadowing	8-
0	10) Stealth	8-
0	11) AK: The City	8-
0	12) English: Language: English (completely fluent; literate)	
0	13) Driving: TF: Custom Adder, Small Motorized Ground Vehicles	
3	Computer Programming	11-
3	Demolitions	11-
3	Electronics	11-
3	Mechanics	11-
3	Mimicry	11-
2	Navigation (Land)	11-
3	Anonymity	
3	Absolute Range Sense	
3	Absolute Time Sense	
1	Ambidexterity (-2 Off Hand penalty)	
3	Bump Of Direction	
4	Double Jointed	
5	Eidetic Memory	
3	Lightning Calculator	
3	Simulate Death	11-
4	Speed Reading (x10)	

**49** Total Skills, Perks, & Talents Cost

**POWERS AND EQUIPMENT**

Cost	Name	Power/Equipment	END
8	Massive Weight	Knockback Resistance -3m	
36	Heavy Duty Chassis	Resistant Protection (12 PD/12 ED)	
22	Heavy Duty Chassis	Life Support (Eating: Character does not eat; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing)	
8	Implanted Radio Receiver	Radio Perception	
2	Limb Extensions	Stretching 2m	1
3	Jackhammer	Hand-To-Hand Attack +2d6; Increased Endurance Cost (x5 END; -2), Hand-To-Hand Attack (-¼)	5

**79** Total Powers/Equipment Cost

**MATCHING COMPLICATIONS ( 60 )**

Cost	Complication
20	Physical Complication: Massive Weights (2000 kg) (Frequently; Greatly Impairing)
15	Social Complication: Considered a Construction machine - no legal standing Frequently, Major
10	Distinctive Features: 56-C Construction Chassis (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Psychological Complication: Robotic Restriction Parameters (Common; Strong)

**60** Total Complications Points