Character Name _	Flying Sentry Orb
Alternate Identities	
Player Name	



CHARACTERISTICS					
Val	Char	Points	Roll		
5	STR	5	10		
10	DEX	0	11-		
0	CON	_10	<u>q-</u>		
0	INT	10	<u>q-</u>		
0	EG0	0	<b>q</b> -		
5	PRE	5	10-		
3	OCV	0			
3	DCV	0			
0	OMCV	0			
0	DMCV	0			
_ 4	SPD	20			
0/7	PD	6			
0/7	ED	6			
0	REC	4			
0	END	4			
6	BODY	4	<b>Total Cost</b>		
	STUN		<u>-50</u>		

CURRENT STATUS				
	Maximum	Current		
END	0			
BODY	6			
STUN				

VITAL INFORMATION
HTH damage (STR/5)d6 1d6  Lift 50kg STR END Cost 1
<b>Phases</b> 1 2 ③ 4 5 ⑥ 7 8 ⑨ 10 11 ①
Base OCV 3 Base DCV 3 Base OMCV 0 Base DMCV 0
Combat Skill Levels
Presence Attack (PRE/5)d61d6

HERO SYSTEM SIXTH EDITION

EXPERIENCE POINTS		
Total Points	145	
<b>Total Experience Earned</b>	0	
Experience Spent	0	
Experience Unspent	0	
<u> </u>		

3d6		STUN	N	BODY	То	Defense/
Roll	Location	X	STUN	x	Hit	Weight
3-5	Head	х5	x2	x2	-8	/
6	Hands	x1	X½	X½	-6	/_
7-8	Arms	x2	X½	X1/2	-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	х1	X½	X½	-8	/
Average Def						
DCV N	/lodifier		Tota	l Weig	jht .	

ATT	ACK	S 8	& M	IANEUVERS
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 $\frac{1}{2}$ 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

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

SENSES
Perception Roll (9+INT/5)9- <mark>/12-</mark>
Enhanced and Unusual Senses
ligh Range Radio Perception (Radio
nfrared Perception (Sight Group), P
-3 PER with Hearing Group
,

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
<b>Targeting Shot</b>	OCV	<b>Hit Location</b>
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)	1d6+12	
* Treat a 19 as the F	eet loo	cation

MOVEMENT					
Туре	Combat	Noncombat			
Run (12m)					
Swim (4m)					
H. Leap (4m)	0m				
V. Leap (2m)	<u>0m</u>	0m			
Flight	15m	15m			
Movement SFX					

## **CHARACTER INFORMATION**

Character Name Flying Sentry Orb

Height 2.00 m Weight 100.00 kg

Hair color Brown Eye color Brown



CAMPAIGN INFORMATION
Campaign Name
Genre
Gamemaster

SKILLS, PERKS, & TALENTS				
Cost	Name	Roll		
21	Vehicles & Bases			
	-			
21	Total Skills, Perks, & Talents	Cost		

		POWERS AND EQUIPMENT	
Cost	Name	Power/Equipment	END
45		Takes No STUN (loses abilities when takes BODY)	
5		Reduced Endurance (0 END; +½) for up to 10 APs of Strength (5 APs)	
12		Flight 15m, Reduced Endurance (0 END; +1/2) (22 APs); Conditional Power Power does not	
		work in Common Circumstances (Not in vacuum; -½), no Noncombat movement (-¼)	
10		No Hit Locations	
12		High Range Radio Perception (Radio Group), Concealed (-5 with High Range Radio	
		Perception PER Rolls), Telescopic: +2 (18 APs); Concentration, Must Concentrate	
		throughout use of Constant Power (½ DCV; -½)	
17		Infrared Perception (Sight Group), Partially Penetrative, Telescopic: +4, Tracking	
6		+3 PER with Hearing Group	
39		Resistant Protection (7 PD/7 ED), Inherent (+¼) (79 APs); Ablative BODY Only (-½),	
		Always On (-½)	
28		Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity:	
		All terrestrial diseases; Safe in High Radiation; Self-Contained Breathing; Sleeping:	
		Character does not sleep)	
			_
			_

MATCHING COMPLICATIONS ( 25 )				
Cost	Complication			
15	Social Complication: Frequently, Major			
10	Dependence to HRRP Contact: Incompetence: -1 to Skill Rolls and related rolls per time increment (Very Common; 20 Minutes)			
	Total Complications Points			