Character Name _High End Compute Guy_

Alternate Identities _____

Player Name _____

HERO SYSTEM
SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
10	STR	0	11-
10	DEX	0	11-
10	CON	0	11-
13	INT	3	12-
10	EGO	0	11-
10	PRE	0	11-
3	OCV	0	
3	DCV	0	
3	OMCV	0	
3	DMCV	0	
4	SPD	20	
2	PD	0	
2	ED	0	
4	REC	0	
20	END	0	
10	BODY	0	**Total Cost**
20	STUN	0	23

CURRENT STATUS

	Maximum	Current
END	20	
BODY	10	
STUN	20	

VITAL INFORMATION

HTH damage (STR/5)d6 _2d6_

Lift _100kg_ STR END Cost _2_

Phases 1 2 ③ 4 5 ⑥ 7 8 ⑨ 10 11 ⑫

Base OCV _3_ **Base DCV** _3_

Base OMCV _3_ **Base DMCV** _3_

Combat Skill Levels _____

_____
_____
_____
_____
_____

Presence Attack (PRE/5)d6 _2d6_

EXPERIENCE POINTS

Total Points	150
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N 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	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; +(v/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†	-v/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	2
Resistant PD	0
Normal ED	2
Resistant ED	0
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) _12-_

Enhanced and Unusual Senses

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m

Movement SFX _____

CHARACTER INFORMATION

Character Name _High End Compute Guy_

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
0	Real Everyman Skills	
0	1) TF: Common Motorized Ground Vehicles, Custom Adder	
0	2) Concealment	8-
7	3) Computer Programming	14-
3	4) Deduction	12-
0	5) Paramedics	8-
0	6) Persuasion (Custom Adder)	11-
3	7) Systems Operation	12-
0	8) Conversation	8-
0	9) picked later: KS (Custom Adder)	11-
0	10) Picked later: Language (fluent conversation; Custom Adder, literate)	
0	11) Alien: Language (basic conversation; Custom Adder)	
0	12) Area Knowledge: KS (Custom Adder)	11-
0	13) Acting	8-
0	14) Picked Later: KS (Custom Adder)	12-
0	15) Combat Driving	8-
3	Concealment on computers	12-
3	Analyze computers: Agility Skills	12-
2	Computer Guy: PS	11-
5	Fix Computers: Science Skill	14-
8	+2 with all Intellect Skills	
3	Shadowing on computer	12-
3	Cryptography	12-
3	Bureaucratics	11-
5	Cramming	
3	Conversation on Computers	11-
3	Stealth on computers	11-
5	Security Systems on computers	13-
3	Tracking on computers	12-
1	Bugging only on computers	8-
5	Computer Link	
1	Fringe Benefit (License to practice a profession)	
2	Contact (Knows someone) (Contact has useful Skills or resources)	8-
6	Contact (I work somewhere) (Contact has useful Skills or resources)	8-
45	Variable Power Pool: Gadget Pool (Equipment Pool)	
5	Eidetic Memory	

__127__ Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END

__0__ Total Powers/Equipment Cost

MATCHING COMPLICATIONS (__25__)

Cost	Complication
5	Distinctive Features- Poor hygiene: (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Psychological Complication-kind of a dick: (Common; Moderate)
5	Rivalry: Professional (guy who trolls him on every damn forum), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
10	Hunted by Comstar: Infrequently (Mo Pow; NCI; Watching) _Infrequently_
5	Dependence- legal stimmulants: Incompetence: -1 to Skill Rolls and related rolls per time increment (Very Common; 6 Hours; Addiction)

__35__ Total Complications Points