Character Name _Light Mech, Light Armor_

Alternate Identities _____

Player Name _____

CHARACTERISTICS

Val	Char	Points	Roll
17/35	STR	0	12-/16-
23	DEX	0	14-
25	CON	15	14-
30	INT	0	15-
10	EGO	0	11-
20	PRE	0	13-
13/16	OCV	10	
3	DCV	0	
3	OMCV	0	
3	DMCV	0	
6	SPD	0	
30	PD	28	
30	ED	28	
34	REC	0	
35	END	0	
34	BODY	24	**Total Cost**
40	STUN	10	115

CURRENT STATUS

	Maximum	Current
END	35	
BODY	34	
STUN	40	

VITAL INFORMATION

HTH damage (STR/5)d6 _3d6/7d6_

Lift _263.9kg/3200kg_ STR END Cost _2/4_

Phases 1 ②3 ④5 ⑥7 ⑧9 ⑩ 11 ⑫

Base OCV _13/16_ **Base DCV** _3_

Base OMCV _3_ **Base DMCV** _3_

Combat Skill Levels _____
_____
_____
_____
_____
_____

Presence Attack (PRE/5)d6 _4d6_

EXPERIENCE POINTS

Total Points	347
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	30
Resistant PD	30
Normal ED	30
Resistant ED	30
Mental Defense	5
Power Defense	5
Flash Defense	5 (Radio Group)

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) _18-_

Enhanced and Unusual Senses

High Range Radio Perception (Radio...
Radar (Radio Group), Discriminator...
+10 versus Range Modifier for Radar...
+8 versus Range Modifier for Sight...
Ultraviolet Perception (Sight Group)...

MOVEMENT

Type	Combat	Noncombat
Run (12m)	37m	296m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m

Movement SFX _____

CHARACTER INFORMATION

Character Name _Light Mech, Light Armor_
Height __2.00 m__ Weight __100.00 kg__
Hair color __Brown__ Eye color __Brown__

HERO SYSTEM
SIXTH EDITION

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	1 Pre Skill: Custom Skill	____
3	1 Int Skill: Custom Skill	____
3	1 Dex Skill: Custom Skill	____
2	Mech Tech: Science Skill	11-

__11__ Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
2		+7 STR (7 APs); cannot use at less than half power Power does not work in Common Circumstances (-½) (Modifiers affect Base Characteristic)	1
5		+18 STR (18 APs); Mech Tech -1/10 (-1 ¼), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), cannot use at less than half power Power does not work in Common Circumstances (-½)	2
17		+13 DEX (26 APs); Cannot be used for Dex based skills Power does not work in Common Circumstances (-½)	
6		+20 INT (20 APs); Mech Tech (-1), Extra Time (1 Minute, Only to Activate, -¾), Cannot be used for Int skills Power does not work in Common Circumstances (-½)	
4		+10 PRE (10 APs); Mech Tech -1/10 (-1 ¼), cannot be used with Pre based skills Power does not work in Very Uncommon Circumstances (-0)	
12		+3 SPD (30 APs); Mech Tech -1/10 (-1 ¼), Costs Endurance (Only Costs END to Activate; -¼)	3
3		+1 SPD (10 APs); Mech Tech -1/10 (-1 ¼), must have a transmit sense working that all other teammates can "hear" Power loses about a third of its effectiveness (-½), Costs Endurance (Only Costs END to Activate; -¼)	1
22		Hardened (+¼), Resistant (+½) (22 APs) applied to PD	
22		Hardened (+¼), Resistant (+½) (22 APs) applied to ED	
-1		+15 END (3 APs); Max is proportional to current Body Power does not work in Very Common Circumstances (-1) (Modifiers affect Base Characteristic)	
13		+30 REC (30 APs); Cannot exceed Body Power does not work in Very Common Circumstances (-1) (Modifiers affect Base Characteristic)	
8		Physical Damage Reduction, 50% (20 APs); Only to Stun Power does not work in Very Common Circumstances (-1), Always On (-½)	
8		Energy Damage Reduction, 50% (20 APs); Only to Stun Power does not work in Very Common Circumstances (-1), Always On (-½)	
4		Knockback Resistance -14m (14 APs); Augments Str Resistance (-¾), Only against KA (-¾), Always On (-½), Not against Explosions or AoE Power loses about a fourth of its effectiveness (-¼)	
3		Power Defense (5 points) (5 APs); Always On (-½)	
3		Radio Group Flash Defense (5 points) (5 APs); Always On (-½)	
3		Sight Group Flash Defense (5 points) (5 APs); Always On (-½)	
3		Mental Defense (5 points total) (5 APs); Always On (-½)	
8		Hand-To-Hand Attack +5d6 (25 APs); Mech Tech -1/10 (-1 ¼), Increased Endurance Cost (x2 END; -½), Hand-To-Hand Attack (-¼)	4
2		Life Support (Extended Breathing: 1 END per 20 Minutes) (4 APs); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾)	
8		Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (19 APs); Mech Tech -1/10 (-1 ¼)	
4		High Range Radio Perception (Radio Group) (12 APs); Mech Tech -1/10 Power loses about half of its effectiveness (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), Mech Tech-1/ 10 Power loses about a fourth of its effectiveness (-¼), Nonpersistent (-¼)	
8		Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees) (25 APs); Mech Tech -1/10 Power does not work in Very Common Circumstances (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), Mech Tech: -1/10 Power does not work in Uncommon Circumstances (-¼)	

__221__ Total Powers/Equipment Cost

MATCHING COMPLICATIONS (__75__)

Cost	Complication
____	_____
____	_____
____	_____
____	_____
____	_____
____	_____
____	_____
____	_____
____	_____

__0__ Total Complications Points

POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
1		+10 versus Range Modifier for Radar (5 APs); Mech Tech: -1/5 Power loses about two-thirds of its effectiveness (-1 ½), Extra Time (1 Minute, Only to Activate, -¾), Nonpersistent (-¼)	
4		+8 versus Range Modifier for Sight Group (12 APs); Mech Tech -1/5 Power loses about two-thirds of its effectiveness (-1 ½), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾)	
1		Ultraviolet Perception (Sight Group) (5 APs); Mech Tech -1/5 Power loses about two-thirds of its effectiveness (-1 ½), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾)	
14		+8 OCV (40 APs); Must make a Per roll with a targeting Sense, +1 OCV/Success -1/20 Active points (-1 ¼), Only with Ranged Attacks Power does not work in Common Circumstances (-½)	
4		+3 OCV (15 APs); Must make a Per roll with a targeting Sense, +1 OCV/Success -1/20 Active points (-1 ¼), Concentration, Must Concentrate throughout use of Constant Power (½ DCV; Character is totally unaware of nearby events; -1), Only with Ranged Attacks Power does not work in Common Circumstances (-½)	
3		+2 PER with all Sense Groups (6 APs); Only to offset modifiers towards active points with targeting system (-¾)	
1		+1 PER with all Sense Groups (3 APs); Concentration, Must Concentrate throughout use of Constant Power (½ DCV; Character is totally unaware of nearby events; -1), Only to offset modifiers towards active points with targeting system (-¾)	
11		Running +25m (37m total) (25 APs); Mech Tech Power loses about half of its effectiveness (-1), Turn Mode (-¼)	2
4		Running 0m (37m total), x8 Noncombat (10 APs); Mech Tech Power loses about half of its effectiveness (-1), allocation-back Power does not work in Common Circumstances (-½), Turn Mode (-¼)	1
11	Mech Equipment Pool	Variable Power Pool, 10 base + 10 control cost, (15 APs); equipment limited by stores, perks, and familiarity (-¾), OIF (-½), cannot take multiple ½ OCV/DCV, cannot take multiple 0 OCV/DCV (-½), can only switch slots between scenes while accessing stores (-½), persistant slots Power does not work in Common Circumstances (-½), Attacks against resistant defense must have combinatorial slots Power does not work in Common Circumstances (-½)	