

Character Name Kinesis
 Alternate Identities Derek Stark, Officer Stark
 Player Name Thruxus

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
25	DEX	30	14-
20	CON	10	13-
15	INT	5	12-
10	EGO	0	11-
20	PRE	10	13-
7	OCV	20	
7	DCV	20	
3	OMCV	0	
3	DMCV	0	
6	SPD	40	
8/28	PD	6	
8/28	ED	6	
12	REC	8	
65	END	9	
10	BODY	0	
40	STUN	10	
		Total Cost	174

CURRENT STATUS		
	Maximum	Current
END	65	
BODY	10	
STUN	40	

EXPERIENCE POINTS	
Total Points	400
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	2d6
Lift	100kg STR END Cost 1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	7 Base DCV 7
Base OMCV	3 Base DMCV 3
Combat Skill Levels	+2 with Ranged Combat
Presence Attack (PRE/5)d6	4d6

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	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	8/28
Resistant PD	0/20
Normal ED	8/28
Resistant ED	0/20
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
Flight	30m	60m
Movement SFX		



CHARACTER INFORMATION

Character Name Kinesis
 Height 1.81 m Weight 100.00 kg
 Hair color Blond Eye color Brown



CAMPAIGN INFORMATION

Campaign Name RPOL
 Genre Champions
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Breakfall	14-
0	Deduction	8-
0	Stealth	8-
1	Teamwork	8-
1	Acrobatics	8-
16	+2 with Ranged Combat	
3	Criminology	12-
1	Security Systems	8-
0	Acting	8-
0	Climbing	8-
0	Concealment	8-
0	Language: American English (completely fluent; literate)	
0	Paramedics	8-
0	Persuasion	8-
3	PS: Security Officer	12-
0	Shadowing	8-
0	TF: Everyman Skill, Small Motorized Ground Vehicles	
0	AK: Millennium City	8-
5	Fringe Benefit (Millennium City Security Officer) (License to practice a profession, Weapon Permit (where appropriate), Private Investigator License, Basic 8- Contact)	
0	Contact: Officer Bridgewater (Millennium City Security Company) (Contact has Contact limited by identity)	8-

33 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
4	Telekinetic Costume	Cosmetic Transform 1d6 (Regular Set of Clothing into Costume), Improved Results Group (Transform a costume into any clothing; +¼), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger resets automatically, immediately after it activates; Costume Change; +¼) (6 APs); Limited Power Power loses about a third of its effectiveness (Clothes currently worn by character; -½)	1
30	Basic Telekinesis	Telekinesis (20 STR)	3
40	Telekinetic Shield	Resistant Protection (20 PD/20 ED) (60 APs); Costs Endurance (-½)	6
30	Telekinetic Levitation	Flight 30m	3
60	Telekentic Attacks	Multipower, 60-point reserve	
6f	Telekentic Bolt	1) Blast 12d6 (60 APs)	6
6f	Easy Telekentic Bolt	2) Blast 8d6, Reduced Endurance (0 END; +½) (60 APs)	
5f	Bullet Manipulation	3) Reflection (60 APs' worth), Any Target (+½) (60 APs); Limited Power Power loses about a fourth of its effectiveness (Only Works Against Physical Projectiles; -¼)	6
6f	Close your eyes	4) Sight Group Flash 6d6, Constant (+½), NND (defense is anything that prevents the character from clearly seeing the victim's eyes, or not having eyelids; +½) (60 APs)	6
6f	Telekentic Gyrator	5) Drain DEX 6d6 (60 APs)	6

193 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication
20	Psychological Complication: Code Vs Killing (Common; Total)
15	Social Complication: Secret Identity Frequently, Major
20	Psychological Complication: Security Officers Code (Common; Total)
20	Hunted: VIPER Frequently (Mo Pow; Harshly Punish) Frequently

75 Total Complications Points