

Character Name Coldsnap
 Alternate Identities Clarissa Snow
 Player Name NPC

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
18	DEX	16	13-
18	CON	8	13-
10	INT	0	11-
20	EGO	10	13-
18	PRE	8	13-
3	OCV	0	
3	DCV	0	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
2/12	PD	0	
3/7	ED	1	
10	REC	6	
60	END	8	
10	BODY	0	
40	STUN	10	
		Total Cost	<u>77</u>

CURRENT STATUS		
	Maximum	Current
END	<u>60</u>	
BODY	<u>10</u>	
STUN	<u>40</u>	

EXPERIENCE POINTS	
Total Points	<u>250</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

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

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	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

Average Def _____
 DCV Modifier _____ Total Weight _____
 Armor Notes _____

ATTACKS & MANEUVERS				
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; +(w/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†	-w/10	-3	STR + v/6; you take 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

DEFENSES	
Type	Amount/Effect
Normal PD	<u>2/12</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>3/7</u>
Resistant ED	<u>0/4</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
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)	<u>11-</u>
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>30m</u>	<u>60m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>
Flight	<u>42m</u>	<u>84m</u>
Movement SFX		

CHARACTER INFORMATION

Character Name Coldsnap
 Height 1.75 m Weight 50.00 kg
 Hair color Brown Eye color Green

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name Millennium City
 Genre Teen Champion's
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
9	+3 with attack multipower	_____
0	Language: English (idiomatic; literate)	_____
6	TF: Skateboarding, Skiing (snow), Small Motorized Ground Vehicles, Snowboarding, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles	_____
3	Acrobatics	13-
3	Teamwork	13-
5	AK: Millennium City	13-
9	Ice Tricks: Power	14-
2	Paramedics	10-
3	KS: Millenium City Heroes	12-
3	Tactics	11-
2	icewalking: Environmental Movement (no penalties on icy surfaces)	_____

45 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
12	Costume	Resistant Protection (8 PD/4 ED) (18 APs); OIF (-½)	_____
6	Goggles	Sight Group Flash Defense (10 points) (10 APs); OAF (-1) plus Resistant Protection (2 PD) (3 APs); Requires A Roll (8- roll; -1¼), OAF (-1)	_____
14	Ice Slide Rescue	Flight 12m, Area Of Effect (60m Long, 2m Tall, 8m Wide Line; +1¼), Usable As Attack (+½), Recipient must be within Limited Range of the Grantor for power to be granted (45 APs); Gliding (-1), Costs Endurance (-½), Limited Range (40m; -¼*), Physical Manifestation (-¼), Only to lide people to the ground (-¼)	4
24	Ice Slides	Multipower, 30-point reserve, all slots Side Effects (Side Effect only affects the environment near the character; Leaves big chunks of ice around the enviroment; -0) (30 APs); all slots Physical Manifestation (-¼*)	_____
1f		1) Flight 30m (30 APs); Gliding (-1), Physical Manifestation (-¼*)	_____
1f		2) Running +18m (30m total) (18 APs); Physical Manifestation (-¼*)	2
4	Artic Adaptation	LS (Safe in Intense Cold; Safe in Intense Heat)	_____
50		Multipower, 50-point reserve	_____
5f	Ice Blast	1) Blast 10d6 (50 APs)	5
9v	Ice Darts	2) RKA 3d6 (45 APs)	4
2f	Snowblind	3) Sight Group Flash 8d6 (40 APs); Victim can canel effect by taking one full phase (-½), Does not work against desolidfied characters (-¼)	4
128 Total Powers/Equipment Cost			

MATCHING COMPLICATIONS (60)

Cost	Complication	
10	Vulnerability: 1½ x STUN Fire Attacks (Common)	_____
15	Psychological Complication: Easily Embarrassed (Common; Strong)	_____
5	Distinctive Features: Clique(Cheerleader) (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	_____
10	Hunted: Clique(Cheerleader) Frequently (As Pow; NC; Watching)	Frequently
5	Social Complication: Minor (Under 18) Infrequently, Minor	_____
15	Social Complication: Secret ID Frequently, Major	_____
60 Total Complications Points		