Character Name: Night Phantom
Alternate Identities: Gerhard Edelmann
Player Name: Arthur

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CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
20	STR	10	x1	10	13-	HTH damage 4 d6 Lift 400kg END (2)
29	DEX	10	x3	57	15-	OCV 10 DCV 10
20	CON	10	x2	20	13-	
10	BODY	10	x2	0	11-	
23	INT	10	x1	13	14-	Perception Roll 14-
18	EGO	10	x2	16	13-	Base ECV 6
28	PRE	10	x1	18	15-	Base Presence Attack 5 ½ d6
10	COM	10	x1/2	0	11-	
20	PD	(STR/5)	x1	0		Resistant PD 16 Total PD 20
20	ED	(CON/5)	x1	0		Resistant ED 16 Total ED 20
4	SPD	1+ (DEX/10)	x10	1		Phases: 1 2 3 4 5 6 7 8 9 10 11 12
8	REC	(STR/5)+(CON/5)	x2	0		
40	END	(CON x 2)	x1/2	0		
30	STUN	BODY+(STR/2)+(CON/2)	x1	0	135	**Total Characteristics Points**

ATTACKS

Primary attack power _____ ____ d6
Secondary attack power _____ ____ d6
Tertiary attack power _____ ____ d6
Attack SFX _____
Other attack SFX _____

EXPERIENCE POINTS

Total earned	0
Spent	0
Unspent	0
Base points	150
Disad points	150

DEFENSES

	Amount	Defense SFX
Physical Defense	20	
Resistant Physical Defense	16	
Energy Defense	20	
Resistant Energy Defense	16	
Mental Defense	0	
Flash Defense (_____)		
Power Defense	0	
Other: _____		
Other: _____		

MOVEMENT

Type	Combat	NonCom
Run (6")	6"	12"
Swim (2")	2"	4"
H. Leap (4 ")	4"	8"
V. Leap (2 ")	2"	4"
Teleportation	10"	20"

Movement SFX _____
Movement SFX _____

DAMAGE AND CHARGE TRACKER

STUN ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
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BODY ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ **CHARGES** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

CHARGES ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ **CHARGES** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

COMBAT INFORMATION

Base OCV	10	Base DCV	10
Adjustments	+/-	Adjustment	+/-
Total OCV	10	**Total DCV**	10

Combat Skill Levels _____
+4 HTH Combat
+6 with Handguns

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4DC
Move By	½	-2	-2	STR/2 + v/5
Move Through	½	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	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

HIT LOCATION CHART

Roll	Location	STUN X	NOR STUN	BODY X	To Hit	Defense 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	x1.5	x1	-7	__ / __
13	Vitals	x4	x1.5	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** _____

CHARACTER INFORMATION

Character name Night Phantom

Height 5' 10" Weight 179 lbs

Hair color Brown Eye color Brown

HERO SYSTEM FIFTH EDITION

CAMPAIGN INFORMATION

Campaign name Champions 1934!

Genre Champions

Gamemaster Simeon

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll
18	+6 with Handguns	
20	+4 HTH Combat	
3	Acting	15-
3	Conversation	15-
3	Deduction	14-
2	KS: Finance	11-
3	Language: English (completely fluent)	
0	Language: German (idiomatic)	
2	PS: Archeologist	11-
3	Persuasion	15-
3	Shadowing	14-
3	Stealth	15-
3	Streetwise	15-
2	WF: Small Arms	
6	Money: Wealthy	

74 **Total Skills, Perks & Talents Cost**

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
32	Phantom Mode	Multipower, 40-point reserve, (40 APs); all slots IIF (At Least 4.5 ounces/125 grams of silver; -¼)	
3u	Fully Phased	1) Desolidification (affected by Force Fields/Walls/Beams) (40 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼)	4
3u	Partially Phased	2) Force Field (16 PD/16 ED), Costs END Only To Activate (+¼) (40 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼)	3
3u	Vanishing Teleport	3) Teleportation 10", Safe Blind Teleport (+¼), Reduced Endurance (½ END; +¼) (30 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼) plus +5 with Stealth (10 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼)	1
	Kontext	Kontext	
15	Phantom Gun	1) Killing Attack - Ranged 2d6-1, +1 Increased STUN Multiplier (+¼) (31 APs); OIF (Firearm Of Opportunity; -½), Beam (-¼), Real Weapon (-¼), 4 clips of 7 Charges (-0)	[7]
30	Geist Geschick	Multipower, 52-point reserve, (52 APs); all slots OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼)	
3u	Phantom Rounds [STUN Only]	1) Energy Blast 2d6, Indirect (Same origin, always fired away from attacker; +¼), Affects Desolidified Any form of Desolidification (+½), Attack Versus Limited Defense (Power Defense; +1 ½) (32 APs); OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼), 4 clips of 7 Charges (Uses Charges From Phantom Gun; -0) plus Energy Blast 2d6, Indirect (Same origin, always fired away from attacker; +¼), No Normal Defense (Force Field; +½) (17 APs); OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼), 4 clips of 7 Charges (Uses Charges from Phantom Gun; -0)	[7]
2u	Half-Phased Rounds [KA]	2) Indirect (passes through walls; +¼), Armor Piercing (+½), Penetrating (+½) for up to 31 APs of Phantom Gun, 4 clips of 7 Charges (Uses Charges From Phantom Gun; -0) (39 APs); OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼)	[7]

91 **Total Powers/Equipment Cost**

DISADVANTAGES

Cost	Disadvantage	Roll
10	Hunted: G-Men 8- (Mo Pow; NCI; Watching)	8-
10	Hunted: La Cosa Nostra 8- (Mo Pow; NCI; Watching)	8-
20	Hunted: Tammany Hall 8- (Mo Pow; NCI; Harshly Punish)	8-
15	Psychological Limitation: Love of Archaeological knowledge (Common; Strong)	
15	Psychological Limitation: Obsessed w/Helping the Common Man (Uncommon; Total)	
10	Psychological Limitation: Falling for Dana Halpern, his secretary (Uncommon; Strong)	
10	Social Limitation: Academic obligations (Occasionally; Major)	
10	Social Limitation: Business obligations (Occasionally; Major)	
10	Social Limitation: Secret ID (Occasionally; Major)	
5	Social Limitation: Recent Immigrant (Occasionally; Minor)	
35	Dependent NPC: Edelmann Real Estate Staff 8- (Normal; Unaware of character's adventuring career/Secret ID; Group DNPC: x16 DNPCs)	8-

150 **Total Disadvantages Cost**