

Andronika

AKA: *Sophia Andreadis*

Campaign:

Genre:

HERO
SYSTEM
SIXTH EDITION

CHARACTERISTICS

Val	Char	Base	Cost	Roll
15	STR	10	5	12-
21	DEX	10	22	13-
18	CON	10	8	13-
15	INT	10	5	12-
15	EGO	10	5	12-
15	PRE	10	5	12-
7	OCV	3	20	
7	DCV	3	20	
3	OMCV	3	0	
5	DMCV	3	6	
7/14	PD	2	5	
7/14	ED	2	5	
5	SPD	2.0	30	
8	REC	4	4	
36	END	20	4	
12	BODY	10	2	
36	STUN	20	8	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total				154

Summary
 Lift: 200.0kg
 Initiative: 21
 Stun Threshold: 18
 Perception Roll: 12-

PRE Attack: 3d6
 STR Dmg: 3d6
 STR END: 1

7/14 PD • 0/7 Res. PD
 7/14 ED • 0/7 Res. ED
 Phases: 3, 5, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	300
Complication Points:	100
Characteristic Points:	154
Power Points:	40
Talent Points:	6
Martial Art Points:	37
Skill Points:	63
Perk Points:	0
Total Points:	300

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]

INFORMATION

Eye Color: Blue
Hair Color: Black

Height: 5' 9"
Weight: 130 lbs

Background

Sophia Andreadis was born on a Greek island near the Aegean Sea to Hugo Kostas Andreadis and his wife Christina Andreadis. While Sophia was still a young girl, her mother was gunned down while vacationing on a yacht. After her mother's death, Sophia grew up close to her father, who insisted that she train in martial arts. She was 10 when she started training, and, at the time, her sensei mocked her, saying she was just a "little rich girl wasting daddy's money". Two years later, however, she had far exceeded his expectations, and he sent her away, saying he had nothing else to teach her. Feeling abandoned, she began to spend time among the seedy underbelly of society and eventually came to the attention of the League of Shadows. She was recruited by a woman named Aka, who treated Sophia like a daughter in order to pull her into the League. She underwent extensive training to further improve her martial arts skills but to also teach her how to blend into many social groups and cultures, and most importantly to be a lethal assassin. After several successful missions Sophia's conscience began to bother her, and she eventually fled from the League, attempting to start a new life and make up for the wrongs she had committed.

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COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+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	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
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
Martial Block	1/2	+2	+2	Block, Abort
Martial Disarm	1/2	-1	+1	Disarm; 40 STR to Disarm
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Martial Strike	1/2	+0	+2	8d6 Strike
Martial Throw	1/2	+0	+1	6d6 +v/10, Target Falls
Offensive Strike	1/2	-2	+1	10d6 Strike

ATTACK POWERS

Name	Effect	END
Sai Strike	4d6 Hand-To-Hand Attack	0
Sai Throw	6d6 Blast	3
Sai Killing Strike	2d6 (3d6 w/STR) Killing Attack - Hand-To-Hand	3
Sai Killing Throw	2d6 Killing Attack - Ranged	3

DEFENSE POWERS

Name	Effect	Defense	END
Costume	Resistant Protection	14	0

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	18	STUN:
Melee Damage	3d6	
Physical Defense	7/14	/36
Res. Phys. Defense	0/7	END:
Energy Defense	7/14	
Res. Energy Defense	0/7	/36
Mental Defense	0	BODY:
Power Defense	0	/12

COMBAT VALUES

OCV: 7 **DCV: 7**
OMCV: 3 **DMCV: 5**

Initiative and Action Phases

DEX: 21 **Action Phases: 3, 5, 8, 10, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

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POWERS

END	Description	Cost
0	Costume: Resistant Protection (7 PD/7 ED)	21
	Sai Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1)	15
0	1) Sai Strike: Hand-To-Hand Attack +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Hand-To-Hand Attack (-1/4)	1f
3	2) Sai Throw: Blast 6d6 (30 Active Points); 2 Recoverable Charges (-1), OAF (-1), Costs Endurance (Only Costs END to Activate; -1/4)	1f
3	3) Sai Killing Strike: Killing Attack - Hand-To-Hand 2d6 (3d6 w/STR) (30 Active Points); OAF (-1)	1f
3	4) Sai Killing Throw: Killing Attack - Ranged 2d6 (30 Active Points); OAF (-1)	1f
Total Powers Cost		40

MARTIAL ARTS

Description	Cost	
+3 HTH Damage Class(es) +3 HTH Damage Class(es)	12	
Weapon Element Weapon Element: Karate Weapons	1	
Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4	
Martial Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 40 STR to Disarm	4	
Martial Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4	
Martial Strike 1/2 Phase, +0 OCV, +2 DCV, 8d6 Strike	4	
Martial Throw 1/2 Phase, +0 OCV, +1 DCV, 6d6 +v/10, Target Falls	3	
Offensive Strike 1/2 Phase, -2 OCV, +1 DCV, 10d6 Strike	5	
Total Martial Arts Cost		37

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SKILLS

Roll	Description	Cost
13-	Acrobatics	3
12-	Acting	3
13-	Breakfall	3
12-	Bribery	3
13-	Climbing	3
12-	Concealment	3
13-	Contortionist	3
12-	Conversation	3
12-	Cryptography	3
12-	Disguise	3
12-	Forgery	3
12-	High Society	3
12-	Interrogation	3
13-	Lockpicking	3
12-	Persuasion	3
12-	Security Systems	3
12-	Shadowing	3
13-	Stealth	3
12-	Streetwise	3
12-	Survival	3
12-	Tracking	3
Total Skills Cost		63

TALENTS

Roll	Description	Cost
	+2/+2d6 Striking Appearance (vs. all characters)	6
Total Talents Cost		6

COMPLICATIONS

Description	Points
Hunted: Ex-Lover Infrequently (As Pow; Mildly Punish)	5
Hunted: League of Shadows Infrequently (As Pow; NCI; Harshly Punish)	15
Hunted: UNTIL Infrequently (Mo Pow; NCI; Harshly Punish)	20
Psychological Complication: Haunted by Her Past (Common; Strong)	15
Psychological Complication: Will Use Lethal Force Only in Response (Common; Moderate)	10
Psychological Complication: Protective of Innocents (Common; Moderate)	10
Social Complication: Secret Identity (Sophia Andreadis) Frequently, Major	15
Rivalry: Professional and Romantic (Isabella Cabrera; former best friend), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry	10
Total Complications Points	100