

Justice

AKA: *Roger Stevens*

Campaign:

Genre:

HERO
SYSTEM
SIXTH EDITION

CHARACTERISTICS

Val	Char	Base	Cost	Roll
25	STR	10	15	14-
20	DEX	10	20	13-
20	CON	10	10	13-
15	INT	10	5	12-
15	EGO	10	5	12-
20	PRE	10	10	13-
6	OCV	3	15	
6	DCV	3	15	
3	OMCV	3	0	
5	DMCV	3	6	
12/17	PD	2	10	
10/15	ED	2	8	
4	SPD	2.0	20	
10	REC	4	6	
40	END	20	4	
20	BODY	10	10	
40	STUN	20	10	
14m	Run	12	2	
6m	Swim	4	1	
6m	Leap	4	1	
Total		173		

Summary
Lift: 800.0kg
Initiative: 20
Stun Threshold: 20
Perception Roll: 12-

PRE Attack: 4d6
STR Dmg: 5d6
STR END: 2

12/17 PD • 0/5 Res. PD

10/15 ED • 0/5 Res. ED

Phases: 3, 6, 9, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	300
Complication Points:	100
Characteristic Points:	173
Power Points:	44
Talent Points:	0
Martial Art Points:	16
Skill Points:	67
Perk Points:	0

Total Points: 300

MOVEMENT

Type	Top Speed
Run	14m [28m NC]
Swim	6m [12m NC]
H. Leap	6m [12m NC]
V. Leap	3m [6m NC]

INFORMATION

Eye Color: Blue
Hair Color: Blond

Height: 6' 2"
Weight: 220 lbs

Background

Roger Stevens grew up in Kansas as part of a typical midwestern family. He joined the army after high school, and quickly distinguished himself as a soldier. He volunteered for a special assignment that turned out to be a government research project that was attempting to replicate an old super-soldier serum. Of all the test subjects, he was the only one who successfully gained enhanced strength speed, and agility. He was trained in non-standard tactics and took to using a nearly indestructible shield as both a weapon and means of protection. After a few successful clandestine missions, the government decided to deploy him inside the United States in the hope of rooting out and eliminating some of the criminal organizations that have been operated for decades.

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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 Disarm	1/2	-1	+1	Disarm; 40 STR to Disarm
Martial Strike	1/2	+0	+2	8d6 Strike
Sacrifice Throw	1/2	+2	+1	6d6 Strike; You Fall, Target Falls

ATTACK POWERS

Name	Effect	END
Shield Strike	3d6 Hand-To-Hand Attack	1
Shield Throw	9d6 Blast	4
Shield Reflect	45 Active Points' worth Reflection	4

DEFENSE POWERS

Name	Effect	Defense	END
Costume	Resistant Protection	10	0
Missile Deflect	Deflection	0	2
Shield Block	Resistant Protection	30	0

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	20	STUN:
Melee Damage	5d6	
Physical Defense	12/17	/40
Res. Phys. Defense	0/5	END:
Energy Defense	10/15	
Res. Energy Defense	0/5	/40
Mental Defense	0	BODY:
Power Defense	0	/20

COMBAT VALUES

OCV: 6

DCV: 6

OMCV: 3

DMCV: 5

Combat Skill Levels

+1 with Shield Strike & Throw

Initiative and Action Phases

DEX: 20

Action Phases: 3, 6, 9, 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	Life Support (Immunity: All terrestrial diseases; Longevity: 200 Years)	6
0	Costume: Resistant Protection (5 PD/5 ED) (15 Active Points); OIF (-1/2)	10
	Shield Multipower, 45-point reserve, (45 Active Points); all slots OAF (-1), Gestures (-1/4)	20
1	1) Shield Strike: Hand-To-Hand Attack +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-1/4), Gestures (-1/4)	1f
4	2) Shield Throw: Blast 9d6 (45 Active Points); OAF (-1), Gestures (-1/4)	2f
2	3) Missile Deflect: Deflection (20 Active Points); OAF (-1), Gestures (-1/4)	1f
0	4) Shield Block: Resistant Protection (15 PD/15 ED) (45 Active Points); OAF (-1), Gestures (-1/4)	2f
4	5) Shield Reflect: Reflection (45 Active Points' worth), Any Target (may Reflect at any target; +1/2) (45 Active Points); OAF (-1), Requires A Roll (12- roll; -1/4), Gestures (-1/4)	2f
Total Powers Cost		44

MARTIAL ARTS

Description	Cost	
Martial Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 40 STR to Disarm	4	
Martial Strike 1/2 Phase, +0 OCV, +2 DCV, 8d6 Strike	4	
Sacrifice Throw 1/2 Phase, +2 OCV, +1 DCV, 6d6 Strike; You Fall, Target Falls	3	
+1 HTH Damage Class(es) +1 HTH Damage Class(es)	4	
Weapon Element Weapon Element: Shield	1	
Total Martial Arts Cost		16

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SKILLS

Roll	Description	Cost
	+1 with Shield Strike & Throw	3
13-	Acrobatics	3
13-	Breakfall	3
13-	Climbing	3
13-	Combat Driving	3
13-	Combat Piloting	3
13-	Contortionist	3
13-	Conversation	3
12-	Mechanics	3
13-	Oratory	3
12-	Paramedics	3
13-	Riding	3
12-	Security Systems	3
13-	Stealth	3
13-	Streetwise	3
14-	Survival	7
12-	Systems Operation	3
12-	Tactics	3
	TF: Common Motorized Ground Vehicles, Equines, Large Planes, Parachuting, Basic, Small Planes, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles	5
	WF: Small Arms, General Purpose/Heavy Machine Guns, Shoulder-Fired Weapons	4
	Total Skills Cost	67

COMPLICATIONS

Description	Points
Enraged: Innocents are Harmed (Uncommon), go 8-, recover 14-	5
Hunted: US Government Frequently (Mo Pow; NCI; Watching)	15
Hunted: VIPER Infrequently (Mo Pow; NCI; Harshly Punish)	20
Secret Identity (Roger Stevens): Frequently, Major	15
Psychological Complication: Honorable (Common; Strong)	15
Psychological Complication: Believes in Law, Order and Justice (Common; Total)	20
Vulnerability: 2 x Effect Astatine (Uncommon)	10
Total Complications Points	100