



銀鋼

Character Name Silver  
 Alternate Identities Eiken Goto  
 Player Name Sean Thomas

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>30</u>	STR	<u>5</u>	<u>15-</u>
<u>28</u>	DEX	<u>36</u>	<u>15-</u>
<u>18</u>	CON	<u>8</u>	<u>13-</u>
<u>23</u>	INT	<u>13</u>	<u>14-</u>
<u>18</u>	EGO	<u>8</u>	<u>13-</u>
<u>40</u>	PRE	<u>5</u>	<u>17-</u>
<u>8</u>	OCV	<u>25</u>	
<u>10</u>	DCV	<u>35</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>11</u>	DMCV	<u>24</u>	
<u>8</u>	SPD	<u>10</u>	
<u>6/26</u>	PD	<u>4</u>	
<u>6/26</u>	ED	<u>4</u>	
<u>32</u>	REC	<u>8</u>	
<u>80</u>	END	<u>4</u>	
<u>36</u>	BODY	<u>6</u>	<b>Total Cost</b>
<u>60</u>	STUN	<u>5</u>	<u>204</u>

## CURRENT STATUS

	Maximum	Current
END	<u>80</u>	
BODY	<u>36</u>	
STUN	<u>60</u>	

## VITAL INFORMATION

HTH damage (STR/5)d6 6d6  
 Lift 1600kg STR END Cost 2  
 Phases 1 2 3 4 5 6 7 8 9 10 11 12  
 Base OCV 8 Base DCV 10  
 Base OMCV 3 Base DMCV 11  
 Combat Skill Levels \_\_\_\_\_  
+6 with HTH Combat; Only In Alternate Identity (-4)  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 8d6

## EXPERIENCE POINTS

Total Points	<u>690</u>
Total Experience Earned	<u>190</u>
Experience Spent	<u>190</u>
Experience Unspent	<u>0</u>

## HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/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
Weapon Bind	½	+1	+0	Bind, 40 STR
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm; 40 STR to Disarm roll
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Passing Strike	½	+1	+0	Weapon +v/10; FMove

## DEFENSES

Type	Amount/Effect
Normal PD	<u>6/26</u>
Resistant PD	<u>0/20</u>
Normal ED	<u>6/26</u>
Resistant ED	<u>0/20</u>
Mental Defense	<u>10</u>
Power Defense	<u>25</u>
Flash Defense	<u>12 (Sight Group)</u>

## SENSES

Perception Roll (9+INT/5) 14-  
 Enhanced and Unusual Senses  
Nightvision, +3 to PER Roll (8 APs);...  
Radio Perception/Transmission (Ra...  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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

## MOVEMENT

Type	Combat	Noncombat
Run (12m)	<u>14m</u>	<u>28m</u>
Swim (4m)	<u>6m</u>	<u>12m</u>
H. Leap (4m)	<u>6m</u>	<u>12m</u>
V. Leap (2m)	<u>3m</u>	<u>6m</u>
Flight	<u>24m</u>	<u>384m</u>
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

## CHARACTER INFORMATION

Character Name Silver  
 Height 1.79 m Weight 78.00 kg  
 Hair color Brown Eye color Brown

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name \_\_\_\_\_  
 Genre \_\_\_\_\_  
 Gamemaster \_\_\_\_\_

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acrobatics	15-
3	Breakfall	15-
3	Deduction	14-
38	+6 with HTH Combat; Only In Alternate Identity (-¼)	
3	Computer Programming	14-
3	Electronics	14-
3	High Society	17-
3	Inventor	14-
3	Bushido, the Way of the Samurai: KS	14-
3	Kenjutsu: KS	14-
3	English: Language (completely fluent)	
0	Japanese: Language (idiomatic)	
3	Mechanics	14-
3	Kenjutsu: Power	15-
3	Chairman of the Board: GOTO: PS	17-
3	Phase Technology: Science Skill	14-
2	HE Physics: Science Skill	11-
4	Weapon Bind	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
5	Passing Strike	
11	Money: Filthy Rich	
6	Fringe Benefit (Business Rank)	
2	Deep Cover	
8	Contact: Yoshimoto Shuichi (Goto's CTO) (Contact has useful Skills or resources, access to major institutions, significant Contacts of his own, Very Good relationship with Contact)	12-
1	Ambidexterity (-2 Off Hand penalty)	
12	Combat Sense (15 Active Points); Only In Alternate Identity (-¼) 14-	14-
4	Iaijutsu: Lightning Reflexes (+8 DEX to act first with All HTH Attacks)	
147	Total Skills, Perks, & Talents Cost	

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
12	SILVER Phase Do-Maru...	+15 STR (15 APs); Only In Alternate Identity (-¼)	1
16	SILVER Phase Do-Maru...	+20 BODY (20 APs); Only In Alternate Identity (-¼)	
40	SILVER Phase Do-Maru...	+5 SPD (50 APs); Only In Alternate Identity (-¼)	
14	SILVER Phase Do-Maru...	+25 PRE (25 APs); Limited Power Only Vs Fear/Intimidation (-½), Only In Alternate Identity (-¼)	
6	SILVER Phase Do-Maru...	+40 END (8 APs); Only In Alternate Identity (-¼)	
16	SILVER Phase Do-Maru...	+20 REC (20 APs); Only In Alternate Identity (-¼)	
12	SILVER Phase Do-Maru...	+30 STUN (15 APs); Only In Alternate Identity (-¼)	
72	SILVER Phase Do-Maru:	Resistant Protection (20 PD/20 ED/10 Mental Defense/10 Power Defense) (90 APs); Only In Alternate Identity (-¼)	
10	SILVER Phase Do-Maru...	Power Defense (15 points) (15 APs); Costs Endurance (-½)	1
9	SILVER Phase Do-Maru:	Life Support (Extended Breathing: 1 END per Minute; Safe in High Pressure; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (11 APs); Only In Alternate Identity (-¼)	
7	Silver Phase Do-Maru:	Sight and Hearing Groups Flash Id6 (standard effect: 1 Segments), Personal Immunity (+¼), Increased Maximum Range (400m; +½) (17 APs); 2 Charges (-1 ½)	[2]
31	SILVER Phase Do-Maru...	Flight 24m, x16 Noncombat (39 APs); Only In Alternate Identity (-¼)	4
6	SILVER Phase Do-Maru...	Nightvision, +3 to PER Roll (8 APs); Only In Alternate Identity (-¼)	
10	SILVER Phase Do-Maru...	Sight Group Flash Defense (12 points) (12 APs); Only In Alternate Identity (-¼)	
8	SILVER Phase Do-Maru...	Radio Perception/Transmission (Radio Group) (10 APs); Only In Alternate Identity (-¼)	
51	SILVER Phase Weapon...	Multipower, 90-point reserve, (90 APs); all slots OIF (-½), Only In Alternate Identity (-¼)	
5f	Daisho (Mono Blade Strike)	1) Killing Attack - Hand-To-Hand 2d6+1 (3d6+1 w/STR), Armor Piercing (+¼), Autofire (2 shots; +¼), Penetrating (+½), Reduced Endurance (½ END; +½) (87 APs); OIF (-½), Only In Alternate Identity (-¼), Limited Power Power loses less than a fourth of its effectiveness (½ Knockback; -0)	3
5f	Ono-ha Itto-ru (Mono Blade Focused Strike)	2) Killing Attack - Hand-To-Hand 4 ½d6 (6 ½d6 w/STR), Reduced Endurance (½ END; +¼) (87 APs); OIF (-½), Only In Alternate Identity (-¼)	3
4f	Tenshin Shoden Katori (Hilt Strike)	3) Hand-To-Hand Attack +14d6, Reduced Endurance (½ END; +¼) (87 APs); OIF (-½), Hand-To-Hand Attack (-¼), Only In Alternate Identity (-¼)	3
5f	Yumi (Energy Bow Attack)	4) Killing Attack - Ranged 3d6+1, Reduced Endurance (½ END; +¼), Affects Desolidified Any form of Desolidification (+½) (87 APs); OIF (-½), Only In Alternate Identity (-¼)	3
339	Total Powers/Equipment Cost		

## MATCHING COMPLICATIONS ( 75 )

Cost	Complication	
15	Psychological Complication: Wrecklessly Courageous (Common; Strong)	
10	Psychological Complication: Ruthless (Common; Moderate)	
20	Psychological Complication: Vengeance: Must avenge murder Of any Friend, Family member, Or Protected Party (Common; Total)	
10	Hunted - Known Vigilante: Local Police Infrequently (As Pow; NCI; Mildly Punish)	Infrequently
20	Hunted: VIPER Frequently (Mo Pow; Harshly Punish)	Frequently
75	Total Complications Points	

**Background/History:**

Eiken Goto was born to be great, a true prodigy. Adopted by career diplomats, he gravitated toward Ken-Do as a child, both as an homage to his heritage but also as a means to personal improvement. He developed his first million selling app at 14 and never looked back. At the age of 22 he established GOTO, the front page of the internet, and his destiny was fulfilled. His family was taken care of beyond their dreams, Eiken was a nationally recognized philanthropist, and GOTO was a generational company. At 30 he found himself with nothing left to accomplish.

The evening of his 30th birthday saw the death of his fiancé and closest group of friends at the hands of Hayabusa, a Japanese super-assassin. It was a targeted attack, one that Eiken impossibly escaped. The rage and shame he felt afterward was overwhelming.

In his art collection, Eiken had acquired an ancient suit of armour, an eighth century Heian o-yoroi "hei-no-rokugu". It was priceless, a national treasure, an intricate, beautiful piece of bright colour and fiercer mien. Almost 1200 years old, it was impossibly wrought, and still bore the marks of ancient battles.

This complete, original treasure was on display at his Kyoto estate, and on the evening of his 30th birthday, after the police and a small army of his assistants and hangers on were dismissed, Eiken found himself staring into the armour's memento, the mask, the angry, howling face of his ancestors. He stood there for some time, and sat there for even longer. With the first silver rays of morning he knew what he had to do. A brief phone call with Yoshimoto Shuichi set the ball in motion: the Silver program was a go.

Now in his late 30s, Eiken still runs his company, but has taken a step back to concentrate on the SILVER program and make the world a better place.

**Personality/Motivation:**

Eiken is personable, reserved, but quick to laughter. Once his mind is set to a task he pursues it, regardless of the personal cost. He is also driven to vengeance; he's long since avenged the killers of his fiancé and friends, but he identifies with the toll supers place on the people. He's without mercy when it comes to killers, but isn't cruel. In battle Silver fights the same way Eiken did in business; quickly, efficiently, and with overwhelming force.

**Powers/Tactics:**

The Silver "suit" is actually a Phase Engine, and is not a focus. This means the Silver Do-Maru draws substance from the materials at hand and "Phases" them into materials usable to the suit. It's not truly transmutation, but instead uses quantum uncertainty to re-purpose virtually anything into usable



material. The end result is a suit of great silver armour which appears almost instantaneously, regardless of the circumstances.

Eiken is a devastating melee combatant, and relies on these abilities heavily. He prefers to use the bow in certain, specialized circumstances.

Improving the suit means improving the phase engine. It requires less heavy lifting, and more physics and heavy conceptual programming. It's not easy and it's taken Eiken and Yoshi years to get to this point.

Silver will often initiate battle by signalling his foe with his Flares, which are designed for that purpose. This is his "Here I am, come and get me!" power. He will choose areas that will minimize or eliminate civilian casualties, and will fight to the death even against overwhelming force if the battle is truly lost.

Silver will not flee under any circumstances if people could die. Expect him to slug it out til his last breath.

He's fast and very mobile. He will hit hard, and keep hitting as often as he can. He despises assassins and will never attack from cover.

### **Appearance:**

In life, a personable Japanese billionaire. As Silver, he appears as a great silver skin of metal and weapons. Note that the Silver do-maru adds 10cm and 40kg to his height & weight when activated.