

Character Name Heavy Weapons (select a name)

Alternate Identities \_\_\_\_\_

Player Name \_\_\_\_\_

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>20</u>	STR	<u>10</u>	<u>13-</u>
<u>15</u>	DEX	<u>10</u>	<u>12-</u>
<u>18</u>	CON	<u>8</u>	<u>13-</u>
<u>13</u>	INT	<u>3</u>	<u>12-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>20</u>	PRE	<u>10</u>	<u>13-</u>
<u>6</u>	OCV	<u>15</u>	
<u>4</u>	DCV	<u>5</u>	
<u>4</u>	OMCV	<u>3</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>4</u>	SPD	<u>20</u>	
<u>3/23</u>	PD	<u>1</u>	
<u>3/23</u>	ED	<u>1</u>	
<u>6</u>	REC	<u>2</u>	
<u>30</u>	END	<u>2</u>	
<u>20</u>	BODY	<u>10</u>	<b>Total Cost</b>
<u>34</u>	STUN	<u>7</u>	<u>115</u>

## CURRENT STATUS

	Maximum	Current
END	<u>30</u>	
BODY	<u>20</u>	
STUN	<u>34</u>	

## VITAL INFORMATION

HTH damage (STR/5)d6	<u>4d6</u>
Lift	<u>400kg</u> STR END Cost <u>2</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	<u>6</u> Base DCV <u>4</u>
Base OMCV	<u>4</u> Base DMCV <u>4</u>
Combat Skill Levels	
	<u>+2 OCV with THOR Gungnir</u>
	<u>+4 to offset OCV Range Penalties with THOR Gungnir</u>
Presence Attack (PRE/5)d6	<u>4d6</u>

## EXPERIENCE POINTS

Total Points	<u>175</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</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

## DEFENSES

Type	Amount/Effect
Normal PD	<u>3/23</u>
Resistant PD	<u>0/20</u>
Normal ED	<u>3/23</u>
Resistant ED	<u>0/20</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

## SENSES

Perception Roll (9+INT/5) 12-

Enhanced and Unusual Senses

## 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>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>

Movement SFX \_\_\_\_\_

## CHARACTER INFORMATION

Character Name Heavy Weapons (select a name)  
 Height 2.00 m Weight 100.00 kg  
 Hair color Brown Eye color Brown

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name Invasion!!!  
 Genre Standard Heroic Military Sci-Fi  
 Gamemaster GM Champion

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
0	PALADIN Heavy Weapons	
4	1) +2 OCV with THOR Gungnir	
4	2) +4 to offset OCV Range Penalties with THOR Gungnir	
3	3) Demolitions	12-
2	4) KS: The Geopolitical World	11-
3	5) KS: The Gifted and Gifted Disciplines	12-
2	6) KS: The Military/Mercenary/Terrorist World	11-
2	7) KS: PALADIN History And Customs	11-
3	8) Paramedics	12-
2	9) PS: PALADIN Agent	11-
3	10) Tactics	12-
3	11) Teamwork	12-
2	12) TF: SCUBA, Two-Wheeled Motorized Ground Vehicles	
9	13) WF: Emplaced Weapons, Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Knives, Shoulder-Fired Weapons	
0	Everyman Skills - Extinction Event	
0	1) AK: Local Area/Home City	8-
0	2) Acting	8-
0	3) Climbing	8-
0	4) Computer Programming	8-
0	5) Concealment	8-
0	6) Deduction	8-
0	7) Electronics	8-
0	8) KS: Character's Choice (Setting Modifier)	11-
0	9) KS: Character's Choice	8-
0	10) Language: Character's Choice (completely fluent; literate)	
0	11) Language: Second Language (Character's Choice) (Fluent conversation; literate, Setting Modifier)	
0	12) Mechanics	8-
0	13) PS: Character's Choice	11-
0	14) Paramedics	8-
0	15) Persuasion	8-
0	16) Shadowing	8-
0	17) Stealth	8-
0	18) Streetwise	8-
0	19) Systems Operation	8-
2	20) TF: Large Motorized Ground Vehicles, Small Motorized Ground Vehicles	
0	PALADIN Field Agent	
3	Fringe Benefit (National Police Powers)	
1	Fringe Benefit (PALADIN Rank)	
12	Combat Luck (6 PD/6 ED)	

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

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
	THOR Gungnir	RKA 2 1/2d6, +1 Increased STUN Multiplier (+1/4), Autofire (5 shots; +1/2) (70 APs); OAF (-1), STR Minimum 14 (-3/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4), 30 Charges (-0) plus +1 OCV (2 APs); OAF (-1) plus +1 versus Range Modifiers; OAF (-1)	[30]
	Fragmentation, Extra Large	RKA 2d6, Area Of Effect (14m Radius Explosion; +1/4), +1 Increased STUN Multiplier (+1/4) (45 APs); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Range Based On Strength (-1/4)	[1]
	Glow Rod	Sight Group Images, +2 to PER Rolls, Area Of Effect (3m Radius; +1/4) (24 APs); OAF (-1), Only To Create Light (-1), No Range (-1/2), 1 Recoverable (must spend a Phase reshaking rod to recover Charge) Continuing Charge lasting 1 Hour (+1/4)	[1 rc]
	Smoke Grenade	Change Environment (-3 to Sight Group PER Rolls), Area Of Effect (8m Radius; +1/2) (13 APs); OAF (-1), 1 Continuing Charge lasting 3 Turns (-1), Range Based On Strength (-1/4), Real Weapon (-1/4)	[1 cc]
	Basic Helmet	Resistant Protection (11 PD/11 ED), Hardened (+1/4) (41 APs); Requires A Roll (8- roll; -1/4), OIF (-1/2), Real Armor (-1/4)	
	Heavy Body Armor	Resistant Protection (9 PD/9 ED) (27 APs); OIF (-1/2), Real Armor (-1/4), Requires A Roll (14- roll; -1/4)	
	Earpiece Radio, Standard	Radio Perception/Transmission (Radio Group) (10 APs); IIF (-1/4), Affected As Hearing Group As Well As Radio Group (-1/4)	
0	Total Powers/Equipment Cost		

## MATCHING COMPLICATIONS ( 50 )

Cost	Complication
0	PALADIN Field Agent
10	Hunted: PALADIN Infrequently (Mo Pow; NC; Watching) <span style="float: right;">Infrequently</span>
15	Social Complication: Secret Identity (identity is classified) Frequently, Major
15	Social Complication: Subject To Orders Frequently, Major

**40** Total Complications Points