

Character Name Viper Fang Striker

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
14	DEX	8	12-
13	CON	3	12-
10	INT	0	11-
10	EGO	0	11-
13	PRE	3	12-
5	OCV	10	
5	DCV	10	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
4/12	PD	2	
4/12	ED	2	
6	REC	2	
26	END	2	
12	BODY	2	
30	STUN	5	
			Total Cost
			65

CURRENT STATUS

	Maximum	Current
END	26	
BODY	12	
STUN	30	

VITAL INFORMATION

HTH damage (STR/5)d6	3d6
Lift	200kg
STR END Cost	1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	5
Base DCV	5
Base OMCV	3
Base DMCV	3
Combat Skill Levels	
	+2 with VIPER Blasters
Presence Attack (PRE/5)d6	2 1/2d6

EXPERIENCE POINTS

Total Points	220
Total Experience Earned	125
Experience Spent	170
Experience Unspent	0

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	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 1/2	x1	-7	/
13	Vitals	x4	x1 1/2	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
Armor Notes						

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	—	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	1/2†	-w/10	-3	STR + v/6; you take 1/2 or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone
Block	1/2	+2	+2	Block, Abort
Dodge	1/2	—	+5	Dodge, Affects All Attacks, Abort
Punch	1/2	+0	+2	5d6 Strike
Throw	1/2	+0	+1	3d6 +v/5, Target Falls

DEFENSES

Type	Amount/Effect
Normal PD	4/12
Resistant PD	0/8
Normal ED	4/12
Resistant ED	0/8
Mental Defense	0
Power Defense	0
Flash Defense	

SENSES

Perception Roll (9+INT/5)	11-
Enhanced and Unusual Senses	
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						
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)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	6m	12m
V. Leap (2m)	3m	6m

Movement SFX _____

Character Name Viper Fang Striker
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name VIPER
Genre Superheroic
Gamemaster _____

Cost	Name	Roll
6	+2 with VIPER Blasters	
3	Combat Driving	12-
3	Concealment	11-
3	Fast Draw (Small Arms)	12-
3	Interrogation	12-
2	KS: The Local Underworld	11-
1	KS: The Superhuman World	8-
2	KS: VIPER	11-
3	Paramedics	11-
3	Persuasion	12-
2	PS: VIPER Agent	11-
3	Shadowing	11-
3	Stealth	12-
3	Streetwise	12-
3	WF: Small Arms, Blades	
0	Martial Arts: VIPER Brawling	
4	1) Block (Martial Block)	
4	2) Dodge (Martial Dodge)	
4	3) Punch (Martial Strike)	
3	4) Throw (Martial Throw)	

1	<u>Fringe Benefit (Membership (VIPER Basic Agent))</u>
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59 Total Skills, Perks, & Talents Cost

[illegible]

Cost	Complication	
5	<i>Distinctive Features: VIPER Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)</i>	
10	<i>Hunted: VIPER 8- (Mo Pow; NCI; Watching)</i>	8-
15	<i>Psychological Limitation: Amoral And Greedy (Common; Strong)</i>	
20	<i>Social Limitation: Subject To Orders (Very Frequently; Major)</i>	
50	Total Complications Points	