

Character Name Heavy Venomist

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>18</u>	STR	<u>8</u>	<u>13-</u>
<u>14</u>	DEX	<u>8</u>	<u>12-</u>
<u>13</u>	CON	<u>3</u>	<u>12-</u>
<u>10</u>	INT	<u>0</u>	<u>11-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>13</u>	PRE	<u>3</u>	<u>12-</u>
<u>5</u>	OCV	<u>10</u>	
<u>5</u>	DCV	<u>10</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>3</u>	SPD	<u>10</u>	
<u>5/17</u>	PD	<u>3</u>	
<u>4/16</u>	ED	<u>2</u>	
<u>7</u>	REC	<u>3</u>	
<u>26</u>	END	<u>2</u>	
<u>12</u>	BODY	<u>2</u>	Total Cost
<u>31</u>	STUN	<u>6</u>	<u>70</u>

CURRENT STATUS

	Maximum	Current
END	<u>26</u>	
BODY	<u>12</u>	
STUN	<u>31</u>	

VITAL INFORMATION

HTH damage (STR/5)d6	<u>3 ½d6</u>
Lift	<u>303.1kg</u> STR END Cost <u>2</u>
Phases	1 2 3 <u>4</u> 5 6 7 <u>8</u> 9 10 11 <u>12</u>
Base OCV	<u>5</u> Base DCV <u>5</u>
Base OMCV	<u>3</u> Base DMCV <u>3</u>
Combat Skill Levels	
	<u>+2 with VIPER Blasters</u>
Presence Attack (PRE/5)d6	<u>2 ½d6</u>

EXPERIENCE POINTS

Total Points	<u>274</u>
Total Experience Earned	<u>224</u>
Experience Spent	<u>224</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
Block	½	+2	+2	Block, Abort
Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Punch	½	+0	+2	5 ½d6 Strike
Throw	½	+0	+1	3 ½d6 +v/5, Target Falls

DEFENSES

Type	Amount/Effect
Normal PD	<u>5/17</u>
Resistant PD	<u>0/12</u>
Normal ED	<u>4/16</u>
Resistant ED	<u>0/12</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5)	<u>11-</u>
Enhanced and Unusual Senses	
	<u>HRRP (Radio Group); OIF (-½), Affec...</u>
	<u>Nightvision; OIF (-½)</u>

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)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>6m</u>	<u>12m</u>
V. Leap (2m)	<u>3m</u>	<u>6m</u>

Movement SFX _____

Character Name Heavy Venomist
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	I2-
3	Concealment	II-
3	Fast Draw (Small Arms)	I2-
3	Interrogation	I2-
2	KS: The Local Underworld	II-
2	KS: Military Technology	II-
1	KS: The Superhuman World	8-
2	KS: VIPER	II-
2	PS: VIPER Agent	II-
3	Paramedics	II-
3	Persuasion	I2-
3	Shadowing	II-
3	Stealth	I2-
3	Streetwise	I2-
3	Tactics	II-
3	Teamwork	I2-
9	WF: Emplaced Weapons, Small Arms, Blades, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons	
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)	
2	Fringe Benefit (Membership (VIPER Elite Agent))	
74	Total Skills, Perks, & Talents Cost	

[illegible]

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