

Character Name NoName

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>13</u>	STR	<u>3</u>	<u>12-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>13</u>	CON	<u>3</u>	<u>12-</u>
<u>18</u>	INT	<u>8</u>	<u>13-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</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</u>	PD	<u>3</u>	
<u>5</u>	ED	<u>3</u>	
<u>4</u>	REC	<u>0</u>	
<u>25</u>	END	<u>1</u>	
<u>10</u>	BODY	<u>0</u>	Total Cost
<u>22</u>	STUN	<u>1</u>	<u>79</u>

CURRENT STATUS

	Maximum	Current
END	<u>25</u>	_____
BODY	<u>10</u>	_____
STUN	<u>22</u>	_____

VITAL INFORMATION

HTH damage (STR/5)d6 2 1/2d6
Lift 151.6kg STR END Cost 3
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 Ranged Combat

Presence Attack (PRE/5)d6 2 1/2d6

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	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

DEFENSES

Type	Amount/Effect
Normal PD	<u>5</u>
Resistant PD	<u>0</u>
Normal ED	<u>5</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____
_____	_____
_____	_____

SENSES

Perception Roll (9+INT/5) 13-
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>16m</u>	<u>32m</u>
Swim (4m)	<u>6m</u>	<u>12m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

Character Name NoName
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name _____
Genre _____
Gamemaster _____

Cost	Name	Roll
2	AK: North American Geography	11-
16	+2 with Ranged Combat	
5	Cramming	
2	KS: Canadian Military	11-
0	AK: Home Area	8-
0	Language: English (completely fluent; literate)	
2	Language: French (fluent conversation)	
0	PS: Combat Engineer	11-
2	KS: Explosives	11-
2	Science Skill: Military Engineering	11-
2	Science Skill: Chemistry	11-
4	+1 with all Intellect Skills, all Interaction Skills, or a similar broad group(background skills)	
5	TF: Large Motorized Ground Vehicles, Small Military Ships, Small Motorized Boats, Small Motorized Ground Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles	
8	WF: Emplaced Weapons, Small Arms, Blades, Clubs, Fist-Loads, General Purpose/Heavy Machine Guns, Unarmed Combat, Vehicle Weapons (group)	
3	Climbing	13-
3	Combat Driving	13-
3	Lockpicking	13-
3	Stealth	13-
3	Concealment	13-
3	Cryptography	13-
0	Deduction	8-
5	Demolitions	14-
3	Electronics	13-
3	Inventor	13-
3	Mechanics	13-
3	Navigation (Land, Marine)	13-
0	Paramedics	8-
3	Security Systems	13-
0	Shadowing	8-
3	Systems Operation	13-
0	Acting	8-
2	Conversation	10-
0	Persuasion	8-
3	Absolute Time Sense	
96	Total Skills, Perks, & Talents Cost	

[illegible]

Cost	Complication
15	Psychological Complication: Addicted to painkillers (Common; Strong)
5	Unluck: Id6
5	Distinctive Features: Missing an ear (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
25	Total Complications Points