

**Personal Info (Names, IDs, Description)**

Gender

Height

Weight

Build

Hair Color

Hair Style

Skin

# HERO

## SYSTEM

### SIXTH EDITION

**Characteristics**

Cost	Value	Roll
Strength (STR)		
STR END Cost-->	Lift-->	
Dexterity (DEX)		
Constitution (CON)		
Intelligence (INT)		
EGO		
Presence (PRE)		
Presence Attack (PRE/5)d6		

**(Combat)**

Physical Combat Values	Value
Offensive (OCV)	
Defensive (DCV)	
Mental Combat Values	Value
Offensive (OMCV)	
Defensive (DMCV)	
	Value
Speed	

**(Defenses)**

Physical	Value
Normal (PD)	
Resistant (rPD)	
Energy	Value
Normal (ED)	
Resistant (rED)	

**(Vitals)**

	Value
Recovery (REC)	
Endurance (END)	
BODY	
STUN	

**Movement**

Type (SFX)	C	NC
Run (12m)		
Swim (4m)		
H. Leap (4m)		
V. Leap (2m)		

SFX - Special Effects, C - Combat, NC - Non-Combat

**Senses**

Perception Roll (9+INT/5)	
Enhanced/Unusual Senses	

**Perks & Talents****Character Points**

Characteristics	
Skills	
Perks	
Talents	
Powers (powers)	
Powers (equipment)	
<b>Total Character Points</b>	

**Experience Points**

<b>Total Earned</b>	
Spent	
Unspent	
GM	

**Matching Complications**

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## Vitals Tracker

END		STUN		BODY		REC	
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## To Hit Chart

Roll	Location	S / N / B x	OCV	Armor	Defense	Weight
3 - 5	Head	5 / 2 / 2	-8			
6	Hands	1 / ½ / ½	-5			
7 - 8	Arms	2 / ½ / ½	-5			
9	Shoulders	3 / 1 / 1	-5			
10 - 11	Chest	3 / 1 / 1	-3			
12	Stomach	4 / 1½ / 1	-7			
13	Vitals	4 / 1½ / ½	-8			
14	Thighs	2 / 1 / 1	-4			
15 - 16	Legs	2 / ½ / ½	-6			
17 - 18	Feet	1 / ½ / ½	-8			

Damage Multipliers (S / N / B x) S = Killing Stun, N = Normal Stun, B = Body | Total Weight

## Defenses

Physical	Value	Effect
Normal (PD)		
Resistant(rPD)		
Energy	Value	Effect
Normal (ED)		
Resistant(rED)		
Other	Value	Effect
Mental		
Power		
Flash		

## Combat Info

Avg. Defense		Armor DCV Mod	
SPEED		Phases	1 2 3 4 5 6 7 8 9 10 11 12
HTH Damage (STR/5)d6			

## 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

## Combat Values

Physical	Base	Current
Offensive (OCV)		
Defensive (DCV)		
Mental	Base	Current
Offensive (OMCV)		
Defensive (DMCV)		
Combat Skill Levels	Value	

## Reference

Manuever	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 attkcs
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Mv+Grab, +v/10 STR
Haymaker	½ *	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 +v/10; take 1/3
Move Through	½†	-v/10	-3	STR+v/6; take ½ / ful
Multiple Attack	1	var	½	Attack multiple x
Set	1	+1	+0	Ranged att 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 targ prone

## Attacks & Maneuvers

Phase	OCV	DCV	Effects	Roll (+11) -
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