

Character Name Ogre

Alternate Identities Jack Stevens

Player Name _____

HERO

SYSTEM

SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>65</u>	STR	<u>55</u>	<u>22-</u>
<u>20</u>	DEX	<u>20</u>	<u>13-</u>
<u>33</u>	CON	<u>23</u>	<u>16-</u>
<u>5</u>	INT	<u>-5</u>	<u>10-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>25</u>	PRE	<u>15</u>	<u>14-</u>
<u>6</u>	OCV	<u>15</u>	
<u>6</u>	DCV	<u>15</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>4</u>	SPD	<u>20</u>	
<u>30</u>	PD	<u>28</u>	
<u>24</u>	ED	<u>22</u>	
<u>20</u>	REC	<u>16</u>	
<u>65</u>	END	<u>9</u>	
<u>20</u>	BODY	<u>10</u>	
<u>74</u>	STUN	<u>27</u>	
			Total Cost
			<u>270</u>

CURRENT STATUS

	Maximum	Current
END	<u>65</u>	
BODY	<u>20</u>	
STUN	<u>74</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 13d6

Lift 204.8tons STR END Cost 6

Phases 1 2 3 4 5 6 7 8 9 10 11 12

Base OCV 6 Base DCV 6

Base OMCV 3 Base DMCV 3

Combat Skill Levels _____

+3 with HTH Combat

Presence Attack (PRE/5)d6 5d6

EXPERIENCE POINTS

Total Points	<u>408</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>8</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>30</u>
Resistant PD	<u>0</u>
Normal ED	<u>24</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 12-

Enhanced and Unusual Senses

+2 PER with all Sense Groups

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>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>46m</u>	<u>92m</u>
V. Leap (2m)	<u>23m</u>	<u>46m</u>
<u>Tunneling</u>	<u>1m</u>	<u>1m</u>

Movement SFX _____

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



Campaign Name Champions
Genre Champions
Gamemaster _____

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Cost	Complication
30	Enraged: Berserk in combat (Very Common), go II-, recover I4-
15	Psychological Complication: Devolutionized Memory (Common; Strong)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)
75	Total Complications Points