

# HERO SYSTEM SIXTH EDITION

HIT LOCATION CHART						
3d6		STUN	N	BODY	To	Defense/
Roll	Location	x	STUN	x	Hit	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						

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				
<i>* Treat a 19 as the Feet location</i>						

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
<u>Flight</u>	12m	24m
<u>Teleportation</u>	48m	192m
_____	_____	_____
Movement SFX _____		

Character Name Windwalker  
Height 1.55 m Weight 48.00 kg  
Hair color Black Eye color Brown



Campaign Name \_\_\_\_\_  
Genre \_\_\_\_\_  
Gamemaster \_\_\_\_\_

Cost	Name	Roll
3	+1 Acrobatics, Stealth, Sleight of Hand	
3	Acrobatics	13-
3	Breakfall	13-
3	Sleight Of Hand	13-
3	Streetwise	12-
3	Stealth	13-
2	Survival (Urban)	11-
2	KS: Native American Tribes	11-
2	Environmental Movement: Crowds (no penalties on)	

Cost	Name	Power/Equipment	END
5		Mental Awareness	
15		Mind Link, Any Willing Target	
5		Mental Defense (5 points total)	
44	Movement powers	Multipower, 44-point reserve	
4f	Personal Poofing	1) Teleportation 24m, No Relative Velocity, Position Shift, x4 Noncombat (44 APs)	4
1f		2) Flight 12m (12 APs); Lockout, Mind Sword and Mind Cut (-½)	1
76	Attack powers	Multipower, 76-point reserve	
4f	Poofing Others	1) Teleportation 24m, No Relative Velocity, Usable As Attack (+1 ¼) (76 APs); Requires A Roll (11- roll; -½), Side Effect: Still works but destination is random. (-¼), Concentration (½ DCV; -¼)	8
7f	Mind Sword	2) Killing Attack - Ranged 1d6+, Does BODY (+), Attack Versus Alternate Defense (Mental Defense; +1 ½) (70 APs)	7
15	Mind Cut	Mental Illusions 9d6 (45 APs); Only to create illusions of critical injuries (-1), No Range (-½), Linked (Mind Sword; -½)	4
20	Flak Jacket	Resistant Protection (12 PD/12 ED) (36 APs); OIF (; -½), (14- roll; -¼)	
196	Total Powers/Equipment Cost		

Cost	Complication	
15	Hunted: Parapsychology Organization: Infrequently (As Pow; NCI; Harshly Punish)	Infrequently
20	Takes body from Stun Only attacks	
10	Psych: Kleptomaniac: (Common; Moderate)	
20	Psych: Proud of her heritage: (Very Common; Strong)	
10	Enraged: When heritage insulted: (Uncommon), go 11-, recover 14-	

**75 Total Complications Points**