

Character Name Windwalker
 Alternate Identities Megan Choctaw
 Player Name Pim Peccable

HERO

SYSTEM

SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
18	DEX	16	13-
15	CON	5	12-
10	INT	0	11-
14	EGO	4	12-
15	PRE	5	12-
6	OCV	15	
6	DCV	15	
6	OMCV	9	
6	DMCV	9	
4	SPD	20	
5/17	PD	3	
5/17	ED	3	
9	REC	5	
50	END	6	
10	BODY	0	
40	STUN	10	
			Total Cost
			130

CURRENT STATUS

	Maximum	Current
END	50	
BODY	10	
STUN	40	

EXPERIENCE POINTS

Total Points	357
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION

HTH damage (STR/5)d6	3d6
Lift	200kg
STR END Cost	1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	6
Base DCV	6
Base OMCV	6
Base DMCV	6
Combat Skill Levels	
Presence Attack (PRE/5)d6	3d6

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
Legsweep	½	+2	-1	4d6 Strike, Target Falls
Defensive Stri...	½	+1	+3	3d6 Strike
Passing Strike	½	+1	+0	3d6 +v/10; FMove

DEFENSES

Type	Amount/Effect
Normal PD	5/17
Resistant PD	0/12
Normal ED	5/17
Resistant ED	0/12
Mental Defense	5
Power Defense	0
Flash Defense	

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

SENSES

Perception Roll (9+INT/5)	11-
Enhanced and Unusual Senses	
Mental Awareness	
Mind Link, Any Willing Target	

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
Flight	12m	24m
Teleportation	45m	180m

Movement SFX

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



Campaign Name _____
Genre _____
Gamemaster _____

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Cost	Complication	
15	Hunted: Parapsychology Organization: Infrequently (As Pow; NC); 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	