

Character Name Midget

Alternate Identities "Tiny" Tim Randini

Player Name GameKnight

# HERO

## SYSTEM

### SIXTH EDITION

#### CHARACTERISTICS

Val	Char	Points	Roll
<u>15</u>	STR	<u>5</u>	<u>12-</u>
<u>29</u>	DEX	<u>38</u>	<u>15-</u>
<u>15</u>	CON	<u>5</u>	<u>12-</u>
<u>10</u>	INT	<u>0</u>	<u>11-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>15</u>	PRE	<u>5</u>	<u>12-</u>
<u>10</u>	OCV	<u>35</u>	
<u>10</u>	DCV	<u>35</u>	
<u>10</u>	OMCV	<u>21</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>7</u>	SPD	<u>50</u>	
<u>10</u>	PD	<u>8</u>	
<u>8</u>	ED	<u>6</u>	
<u>8</u>	REC	<u>4</u>	
<u>40</u>	END	<u>4</u>	
<u>10</u>	BODY	<u>0</u>	
<u>30</u>	STUN	<u>5</u>	
			<b>Total Cost</b>
			<u>224</u>

#### CURRENT STATUS

	Maximum	Current
END	<u>40</u>	
BODY	<u>10</u>	
STUN	<u>30</u>	

#### VITAL INFORMATION

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

#### EXPERIENCE POINTS

Total Points	<u>400</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	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>10</u>
Resistant PD	<u>0</u>
Normal ED	<u>8</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

#### SENSES

Perception Roll (9+INT/5) 11-

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						
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>22m</u>	<u>44m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m/34m</u>	<u>8m/68m</u>
V. Leap (2m)	<u>2m/17m</u>	<u>4m/34m</u>

Movement SFX

Character Name Midget  
Height 1.00 m Weight 50.00 kg  
Hair color Blonde Eye color Green



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

Cost	Name	Roll
10	Defense Maneuver I-IV	
3	Acrobatics	15-
3	Breakfall	15-
24	+3 with HTH Combat	
24	Martial Arts	
5	Rapid Attack; HTH Multiple Attacks Only (-)	

[illegible]

Cost	Complication
30	Hunted: Viper or other Lq Criminal Group Frequently (Mo Pow; NC; PC has a Public ID or is otherwise very easy to find; Harshly Punish)
10	Social Complication: Global Celebrity Frequently, Minor
15	Hunted: Insert Villain Name Here Frequently (As Pow; Harshly Punish)
20	Psychological Complication: Code of the Randini (Very Common; Strong)

**69** **Total Skills, Perks, & Talents Cost**

## 75 Total Complications Points