

Character Name Wildthing
 Alternate Identities Kydee M'ya
 Player Name Dark Maiden

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

| Val | Char | Points | Roll |
|-----------|------|-----------|-------------------|
| <u>15</u> | STR | <u>5</u> | <u>12-</u> |
| <u>18</u> | DEX | <u>16</u> | <u>13-</u> |
| <u>15</u> | CON | <u>5</u> | <u>12-</u> |
| <u>18</u> | INT | <u>8</u> | <u>13-</u> |
| <u>10</u> | EGO | <u>0</u> | <u>11-</u> |
| <u>15</u> | PRE | <u>5</u> | <u>12-</u> |
| <u>6</u> | OCV | <u>15</u> | |
| <u>6</u> | DCV | <u>15</u> | |
| <u>1</u> | OMCV | <u>-6</u> | |
| <u>3</u> | DMCV | <u>0</u> | |
| <u>6</u> | SPD | <u>40</u> | |
| <u>10</u> | PD | <u>8</u> | |
| <u>10</u> | ED | <u>8</u> | |
| <u>10</u> | REC | <u>6</u> | |
| <u>60</u> | END | <u>8</u> | |
| <u>10</u> | BODY | <u>0</u> | Total Cost |
| <u>40</u> | STUN | <u>10</u> | <u>143</u> |

CURRENT STATUS

| | Maximum | Current |
|------|-----------|---------|
| END | <u>60</u> | |
| BODY | <u>10</u> | |
| STUN | <u>40</u> | |

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 1 Base DMCV 3
 Combat Skill Levels
+2 with Spirit Beast Attacks
 Presence Attack (PRE/5)d6 3d6

EXPERIENCE POINTS

| | |
|-------------------------|------------|
| Total Points | <u>420</u> |
| Total Experience Earned | <u>23</u> |
| Experience Spent | <u>20</u> |
| Experience Unspent | <u>3</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>10</u> |
| Resistant ED | <u>0</u> |
| Mental Defense | <u>0</u> |
| Power Defense | <u>5</u> |
| Flash Defense | |

SENSES

Perception Roll (9+INT/5) 17-
 Enhanced and Unusual Senses
+4 PER with all Sense Groups
Detect Heartbeats 17-/13- (Unusual...)
Nightvision

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>12m/52m</u> | <u>24m/104m</u> |
| Swim (4m) | <u>4m</u> | <u>8m</u> |
| H. Leap (4m) | <u>4m/44m</u> | <u>8m/88m</u> |
| V. Leap (2m) | <u>2m/22m</u> | <u>4m/44m</u> |
| Flight | <u>60m</u> | <u>120m</u> |
| Movement SFX | | |

Character Name Wildthing
Height 1.66 m Weight 46.00 kg
Hair color Black Eye color Black

Campaign Name _____
Genre Superhero
Gamemaster Game Knight

[illegible]

| Cost | Name | Power/Equipment Cost | END |
|------|-----------------------------|--|-----|
| 0 | Venomous Spittle (pt 1... | Blast 6d6, Custom Adder | |
| 0 | Venomous Spittle (pt 2... | Sight Group Flash 4d6, Custom Adder | |
| 0 | Spirit Roar (pt 1) PRE A... | Blast 8d6, Custom Adder | |
| 0 | Spirit Roar (pt 2) 6d6... | Hearing Group Flash 6d6, Custom Adder | |
| 48 | Beast Attack Powers | Multipower, 60-point reserve, (60 APs); all slots Unified Power (-¼) | |
| 3F | Spirit Talons or Claws... | 1) Killing Attack - Ranged 4d6 (60 APs); No Range (-½), Unified Power (-¼) | 6 |
| 5F | Wind Blast (6 END) | 2) Blast 8d6, Double Knockback (+½) (60 APs); Unified Power (-¼) | 6 |
| 4F | Venomous Spittle (5 END) | 3) Blast 6d6, NND (Hard Eye Enclosure; All Or Nothing; +0) (30 APs); Limited Range (-¼), Unified Power (-¼) plus Sight Group Flash 4d6 (20 APs); Unified Power (-¼) | 5 |
| 3F | Spirit Roar | 4) +25 PRE (25 APs); Only for PRE Attack Power loses about two-thirds of its effectiveness (-1 ½), Unified Power (-¼) plus Hearing, Radio and Mental Groups Flash 6d6, Area Of Effect (32m Cone Explosion; +¼) (35 APs); No Range (-½), Unified Power (-¼) | 3 |
| 56 | Beast Defense Powers | Multipower, 70-point reserve, (70 APs); all slots Unified Power (-¼) | |
| 5F | Rhino Spirit Hide | 1) Resistant Protection (20 PD/20 ED/5 Power Defense) (69 APs); Unified Power (-¼) | |
| 6F | Spirit Agility | 2) Physical Damage Reduction, 50% (20 APs); Unified Power (-¼) plus Energy Damage Reduction, 50% (20 APs); Unified Power (-¼) plus +15 PD (15 APs); Unified Power (-¼) plus +15 ED (15 APs); Unified Power (-¼) | |
| 48 | Beast Movement Powers | Multipower, 60-point reserve, (60 APs); all slots Unified Power (-¼) | |
| 3F | Spirit of the Cheetah | 1) Running +40m (12m/52m total) (40 APs); Unified Power (-¼) | 4 |
| 2F | Spirit of the Ape | 2) Leaping +40m (4m/44m forward, 2m/22m upward) (Accurate) (25 APs); Unified Power (-¼) | 2 |
| 5F | Spirit of the Eagle | 3) Flight 60m (60 APs); Unified Power (-¼) | 6 |
| | Spirit Beast Senses | Spirit Beast Senses | |
| 12 | Beast Sense | +4 PER with all Sense Groups | |
| 2 | | Detect Heartbeats 17-/13- (Unusual Group) | |
| 5 | | Nightvision | |
| | Immortality | Immortality | |
| 18 | | 1) Regeneration (1 BODY per Turn), Can Heal Limbs, Resurrection (41 APs); Does Not Work On Some Damage ([Uncommon attack]; -½), Requires A Roll (11- roll; -½), Unified Power (-¼) | |
| 18 | | 2) Life Support (Extended Breathing: 1 END per Minute; Immunity Insect Venom; Immunity: Snake Venom; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (22 APs); Unified Power (-¼) | |

| Cost | Complication |
|------|---|
| 15 | <u>Dependent NPC: Yuba (Dependent Child) Infrequently (Normal; Unaware of character's adventuring career/Secret ID) Infrequently</u> |
| 10 | <u>Vulnerability: 2 x STUN High Voltage Electricity (Uncommon)</u> |
| 25 | <u>Hunted: VIPER Frequently (Mo Pow; NC); Harshly Punish</u> Frequently |
| 10 | <u>Secret ID: Infrequently, Major</u> |
| 5 | <u>Distinctive Features: Unusual Facial Features (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)</u> |
| 10 | <u>Hunted: Supervillain Grudge Infrequently (As Pow; Harshly Punish)</u> Infrequently |
| | |
| | |
| | |
| | |
| | |

75

Total Complications Points