

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				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/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

Cost	Name	Roll
6	+2 with Spirit Beast Attacks	
3	Acrobatics	13-
3	Stealth	13-
3	Security Systems	13-
3	Inventor	13-
3	Mechanics	13-
3	Electronics	13-
0	Central African: Language (completely fluent; literate)	
4	English: Language (completely fluent; literate)	
6	Money: Wealthy	

Cost	Name	Power/Equipment	END
0	Venomous Spittele (pt 1...	Blast 6d6, Custom Adder	
0	Venomous Spittele (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 Spittele (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
25	Hunted: VIPER Frequently (Mo Pow; NC); Harshly Punish Frequently
10	Vulnerability: 2 x STUN High Voltage Electricity (Uncommon)
10	Secret ID: Infrequently, Major
5	Distinctive Features: Unusual Facial Features (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Supervillain Grudge Infrequently (As Pow; Harshly Punish) Infrequently
15	Dependent NPC: Yuba (Dependent Child) Infrequently (Normal; Unaware of character's adventuring career/Secret ID) Infrequently

75 Total Complications Points