

Character Name Ripper
 Alternate Identities James Allison
 Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>90</u>	STR	<u>60</u>	<u>27-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>35</u>	CON	<u>25</u>	<u>16-</u>
<u>8</u>	INT	<u>-2</u>	<u>11-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>28</u>	PRE	<u>18</u>	<u>15-</u>
<u>6</u>	OCV	<u>15</u>	
<u>6</u>	DCV	<u>15</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>5</u>	SPD	<u>30</u>	
<u>20/40</u>	PD	<u>18</u>	
<u>20/40</u>	ED	<u>18</u>	
<u>25</u>	REC	<u>21</u>	
<u>70</u>	END	<u>10</u>	
<u>25</u>	BODY	<u>15</u>	Total Cost
<u>80</u>	STUN	<u>30</u>	<u>289</u>

CURRENT STATUS

	Maximum	Current
END	<u>70</u>	
BODY	<u>25</u>	
STUN	<u>80</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 18d6
 Lift 6.6ktons STR END Cost 7
 Phases 1 2 3 4 5 6 7 8 9 10 11 12
 Base OCV 6 Base DCV 6
 Base OMCV 3 Base DMCV 3
 Combat Skill Levels _____
+5 with HTH Combat

 Presence Attack (PRE/5)d6 5 1/2d6

EXPERIENCE POINTS

Total Points	<u>533</u>
Total Experience Earned	<u>133</u>
Experience Spent	<u>133</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	x1/2	x1/2	-6	/
7-8	Arms	x2	x1/2	x1/2	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1 1/2	x1	-7	/
13	Vitals	x4	x1 1/2	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x1/2	x1/2	-6	/
17-18	Feet	x1	x1/2	x1/2	-8	/

Average Def _____
 DCV Modifier _____ Total Weight _____
 Armor Notes _____

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	—	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	1/2†	-w/10	-3	STR + v/6; you take 1/2 or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone

DEFENSES

Type	Amount/Effect
Normal PD	<u>20/40</u>
Resistant PD	<u>0/20</u>
Normal ED	<u>20/40</u>
Resistant ED	<u>0/20</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	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</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>14m</u>	<u>28m</u>
V. Leap (2m)	<u>7m</u>	<u>14m</u>

Movement SFX _____

Character Name Ripper
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name _____

Genre _____

Gamemaster _____

[illegible][illegible]

Cost	Complication	
25	Distinctive Features: purplish flesh, grafted armor, ten feet tall, etc. (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)	
35	Enraged: (Very Common), go II-, recover II-, Berserk	
25	Hunted: Frequently (Mo Pow; NCI; Harshly Punish)	Frequently
25	Hunted: Champions Frequently (Mo Pow; NCI; Harshly Punish)	Frequently
15	Hunted: VIPER Frequently (Mo Pow; NCI; Watching)	Frequently
10	Physical Complication: Always 3m Tall, weighs 1600kg (Infrequently; Slightly Impairing)	
20	Psychological Complication: Loves to Fight (Very Common; Strong)	
10	Negative Reputation: incredibly destructive supercriminal, Infrequently (Extreme)	
20	Social Complication: Subject To Orders Very Frequently, Major	
15	Social Complication: Public Identity (James Allison) Very Frequently, Minor	

200

Total Complications Points