

Character Name Ironclad

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>60</u>	STR	<u>25</u>	<u>21-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>30</u>	CON	<u>20</u>	<u>15-</u>
<u>13</u>	INT	<u>3</u>	<u>12-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>20</u>	PRE	<u>10</u>	<u>13-</u>
<u>7</u>	OCV	<u>20</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>25</u>	PD	<u>18</u>	
<u>25</u>	ED	<u>18</u>	
<u>20</u>	REC	<u>16</u>	
<u>60</u>	END	<u>8</u>	
<u>15</u>	BODY	<u>5</u>	
<u>60</u>	STUN	<u>20</u>	
			Total Cost
			<u>224</u>

CURRENT STATUS

	Maximum	Current
END	<u>60</u>	_____
BODY	<u>15</u>	_____
STUN	<u>60</u>	_____

VITAL INFORMATION

HTH damage (STR/5)d6 12d6
Lift 102.4tons STR END Cost 5
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV 7 Base DCV 6
Base OMCV 3 Base DMCV 3
Combat Skill Levels _____
+4 with HTH Combat

Presence Attack (PRE/5)d6 4d6

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>25</u>
Resistant PD	<u>0</u>
Normal ED	<u>25</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	<u>5 (Sight Group)</u>

SENSES

Perception Roll (9+INT/5) 12-
Enhanced and Unusual Senses
Radio Perception/Transmission (Ra...

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</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>30m</u>	<u>60m</u>
V. Leap (2m)	<u>15m</u>	<u>30m</u>

Movement SFX _____

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



Campaign Name Champions
Genre Champions
Gamemaster _____

Cost	Name	Roll
32	+4 with HTH Combat	
3	Climbing	13-
3	Combat Piloting	13-
1	AK: Malva	8-
2	CK: Millennium City	11-
1	KS: The Superhuman World	8-
0	Language: Perseid (idiomatic)	
2	Language: English (fluent conversation)	
1	Language: Malvan (basic conversation)	
1	Tactics	8-
3	Teamwork	13-
3	TF: Science Fiction & Space Vehicles, Large Motorized Ground Vehicles, V-Jet	
2	WF: Perseid Small Arms	

[illegible]

Cost	Complication	
15	Hunted: Firing Infrequently (Mo Pow; Kill)	Infrequently
20	Hunted: VIPER Infrequently (Mo Pow; NC; Capture/Kill)	Infrequently
15	Psychological Complication: Code Versus Killing (Common; Strong)	
15	Psychological Complication: Overconfidence (Very Common; Moderate)	
10	Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)	

75
Total Complications Points