

Character Name Windwalker
 Alternate Identities Megan Choctaw
 Player Name Pim Peccable

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>10</u>	INT	<u>0</u>	<u>11-</u>	
<u>14</u>	EGO	<u>4</u>	<u>12-</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>6</u>	OMCV	<u>9</u>		
<u>6</u>	DMCV	<u>9</u>		
<u>4</u>	SPD	<u>20</u>		
<u>5/17</u>	PD	<u>3</u>		
<u>5/17</u>	ED	<u>3</u>		
<u>9</u>	REC	<u>5</u>		
<u>50</u>	END	<u>6</u>		
<u>10</u>	BODY	<u>0</u>		Total Cost
<u>40</u>	STUN	<u>10</u>		<u>130</u>

CURRENT STATUS		
	Maximum	Current
END	<u>50</u>	
BODY	<u>10</u>	
STUN	<u>40</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>6</u>	Base DCV <u>6</u>
Base OMCV <u>6</u>	Base DMCV <u>6</u>
Combat Skill Levels	
Presence Attack (PRE/5)d6	<u>3d6</u>

EXPERIENCE POINTS	
Total Points	<u>349</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
Legsweep	½	+2	-1	4d6 Strike, Target Falls
Defensive Stri...	½	+1	+3	3d6 Strike
Passing Strike	½	+1	+0	3d6 +v/10; FMove

DEFENSES	
Type	Amount/Effect
Normal PD	<u>5/17</u>
Resistant PD	<u>0/12</u>
Normal ED	<u>5/17</u>
Resistant ED	<u>0/12</u>
Mental Defense	<u>5</u>
Power Defense	<u>0</u>
Flash Defense	

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						

SENSES	
Perception Roll (9+INT/5)	<u>11-</u>
Enhanced and Unusual Senses	
Mental Awareness	
Mind Link, Any Willing Target	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>
Flight	<u>12m</u>	<u>24m</u>
Teleportation	<u>45m</u>	<u>180m</u>
Movement SFX		

Character Name Windwalker
Height 1.55 m Weight 48.00 kg
Hair color Black Eye color Brown



Campaign Name _____
Genre _____
Gamemaster _____

[illegible][illegible]

Cost	Complication	
15	Hunted: Parapsychology Organization: Infrequently (As Pow; NC); Harshly Punish	Infrequently
20	Takes body from Stun Only attacks	
10	Psych: Kleptomaniac: (Common; Moderate)	
20	Psych: Proud of her heritage: (Very Common; Strong)	
10	Enraged: When heritage insulted: (Uncommon), go 11-, recover 14-	
75	Total Complications Points	