Character Name _	Hunter
Alternate Identities	
Player Name	



CHARACTERISTICS					
Val	Char	Points	Roll		
20	STR	10	<u>13-</u>		
13	DEX	6	12-		
13	CON	3	12-		
13	INT	3	12-		
8	EG0	-2	<u>11-</u>		
13	PRE	3	12-		
_ 5	OCV	10			
6	DCV	15			
1	OMCV	6			
_ 5	DMCV	6			
_ 4	SPD	20			
8/18	PD	6			
8/18	ED	6			
10	REC	6			
30	END				
12	BODY	2	Total Cost		
32	STUN	6	98		

CURRENT STATUS					
	Maximum	Current			
END	30				
BODY	12				
STUN	32				
_					

VITAL INFORMATION
HTH damage (STR/5)d6 4d6
Lift 400kg STR END Cost 2
Phases 1 234 567 8910 11 12
Base OCV <u>5</u> Base DCV <u>6</u>
Base OMCV <u>1</u> Base DMCV <u>5</u>
Combat Skill Levels
+3 with Barret 95
Presence Attack (PRE/5)d6 <u>2 ½d6</u>

HEDO
SYSTEM SIXTH EDITION
SIXIH EDITION

EXPERIENCE POINTS				
Total Points	175			
Total Experience Earned	0			
Experience Spent	0			
Experience Unspent	0			

	HIT LO					
3d6 Roll	Location	STUN	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	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	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 N	/lodifier		Tota	l Weig	jht .	
	Modifier r Notes			_	7	1

ATTACKS & MANEUVERS					
	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; +(v/10) to STF	
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†	-v/10	-3	STR + v/6; you take ½ or ful	
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	
Offensive Stri	1/2	-2	+1	8d6 Strike	
Flying Dodge	1/2		+4	Dodge All Attacks, Abort; FMove	
Basic Shot	1/2	+0	+0	Strike, +2 DC	
		—			

DEFENSES					
Туре	Amount/Effect				
Normal PD	8/18				
Resistant PD	0/10				
Normal ED	8/18				
Resistant ED	0/10				
Mental Defense	0				
Power Defense	0				
Flash Defense					
SENSES					

SENSES
Perception Roll (9+INT/5)12-
Enhanced and Unusual Senses
+2 versus Range Modifier for Sight

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	3-64 -6	65-125 126-250 -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 F	eet lo	cation

MOVEMENT					
Combat	Noncombat				
14m	28m				
4m	8m				
4m	8m				
2m	4m				
	Combat 14m 4m 4m				

CHARACTER INFORMATION

Character Name <u>Hunter</u>

Height <u>2.00 m</u> Weight <u>100.00 kg</u>

Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION
Campaign Name
Genre
Gamemaster

SKI	LLS, PERKS, & TALEI	NTS
Cost	Name	Roll
6	+3 with Barret 95	
3	Stealth	12-
3	Concealment	12-
3	Teamwork	12-
0	Acting	8-
0	Climbing	8-
0	Conversation	8-
0	Deduction	8-
0	Language (idiomatic; literate)	
0	Paramedics	8-
0	Persuasion	8-
0	Shadowing	8-
0	TF: Custom Adder, Small Motorized Groun	d
	Vehicles	
0	AK: Home country or region	8-
0	PS: Soldier	11-
2	Weapon Element: Empty Hand, Rifles	
5	Offensive Strike	
5	Flying Dodge	
4	Basic Shot	
31	Total Skills, Perks, & Talents	Cost

		POWERS AND EQUIPMENT	
Cost	Name	Power/Equipment	END
24	Armored Bodysuit	Resistant Protection (10 PD/10 ED) (30 APs); IIF (-14)	
_ 3	Concealed Rifle Harness	+7 with Concealment (14 APs); Only for concealing Rifles (-1 ½), Only when wearing a trenc	h
		coat (-1), Requires A Roll (Characteristic roll; Requires a Dex roll if engaged in vigorous	
		movement; -½), IIF (Special harness; -¼)	
	Custom CQB/Sniper 50	Custom CQB/Sniper 50 Cal. Barret 95, 20" Barrel, 36" Length; 17 lbs	
16	Barret 95 .50 Caliber	1) Killing Attack - Ranged 3d6+1, Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼)	
	Rifle with Suppressor	(75 APs); STR Minimum (STR Min. Cannot Add/Subtract Damage; -1 ½), OAF (-1), Requir	ed
		Hands (-½), Beam (-¼), Real Weapon (-¼), Not Usable In Confined Spaces (-¼), 8 clips	of
		6 Charges (-0)	[6]
1	Acog Doc Reflex Scope	2) +2 versus Range Modifier for Sight Group (3 APs); OAF (Acog Doc Reflex Scope; -1)	
2	Acog Doc Reflex Scope	3) +2 with Barret 95; OAF (Acog Doc Reflex Scope; -1)	
16	Total Dawars / Car	winmont Coot	—
46	Total Powers/Equ	uipinent cost	

	MATCHING COMPLICATIONS (25)
Cost	Complication
l —	
l —	
0	Total Complications Points