

Character Name Hunter

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

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

CURRENT STATUS

	Maximum	Current
END	<u>30</u>	
BODY	<u>12</u>	
STUN	<u>32</u>	

VITAL INFORMATION

HTH damage (STR/5)d6 4d6
Lift 400kg STR END Cost 2
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV 5 Base DCV 6
Base OMCV 1 Base DMCV 5
Combat Skill Levels _____
+3 with Barret 95

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

EXPERIENCE POINTS

Total Points	<u>175</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	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
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

Type	Amount/Effect
Normal PD	<u>8/18</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>8/18</u>
Resistant ED	<u>0/10</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

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

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>14m</u>	<u>28m</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>

Movement SFX _____

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



Campaign Name _____
Genre _____
Gamemaster _____

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 Ground Vehicles	
0	AK: Home country or region	8-
0	PG: Soldier	11-
2	Weapon Element: Empty Hand, Rifles	
5	Offensive Strike	
5	Flying Dodge	
4	Basic Shot	

31 Total Skills, Perks, & Talents Cost

[illegible]

Cost	Complication
0	Total Complications Points