

Character Name _____

Alternate Identities _____

Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
_____	STR	_____	_____
_____	DEX	_____	_____
_____	CON	_____	_____
_____	INT	_____	_____
_____	EGO	_____	_____
_____	PRE	_____	_____
_____	OCV	_____	_____
_____	DCV	_____	_____
_____	OMCV	_____	_____
_____	DMCV	_____	_____
_____	SPD	_____	_____
_____	PD	_____	_____
_____	ED	_____	_____
_____	REC	_____	_____
_____	END	_____	_____
_____	BODY	_____	Total Cost
_____	STUN	_____	_____

CURRENT STATUS		
	Maximum	Current
END	_____	_____
BODY	_____	_____
STUN	_____	_____

EXPERIENCE POINTS	
Total Points	_____
Total Experience Earned	_____
Experience Spent	_____
Experience Unspent	_____

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

Presence Attack (PRE/5)d6 _____	

HIT LOCATION CHART						
3d6 Roll	STUN Location	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†	-v/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	_____
Resistant PD	_____
Normal ED	_____
Resistant ED	_____
Mental Defense	_____
Power Defense	_____
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) _____	
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	_____	_____
Swim (4m)	_____	_____
H. Leap (4m)	_____	_____
V. Leap (2m)	_____	_____
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

