

Character Name qq
 Alternate Identities Ezekiel Munroe
 Player Name Jim VanWinkle

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
20	STR	10	13-
18	DEX	16	13-
30	CON	20	15-
13	INT	3	12-
23	EGO	13	14-
20	PRE	10	13-
8	OCV	25	
4	DCV	5	
10	OMCV	21	
8	DMCV	15	
5	SPD	30	
12	PD	2	
12	ED	2	
8	REC	4	
30	END	2	
30	BODY	20	
50	STUN	15	
		Total Cost	225

CURRENT STATUS		
	Maximum	Current
END	30	
BODY	30	
STUN	50	

EXPERIENCE POINTS	
Total Points	493
Total Experience Earned	23
Experience Spent	18
Experience Unspent	5

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	8 Base DCV 4
Base OMCV	10 Base DMCV 8
Combat Skill Levels	
Presence Attack (PRE/5)d6	4d6

HIT LOCATION CHART					
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Defense/Hit 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	12
Resistant PD	8
Normal ED	12
Resistant ED	8
Mental Defense	20
Power Defense	5
Flash Defense	5 (Sight Group)

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)	12-
Enhanced and Unusual Senses	
Detect A Single Thing 16- (Mental Gr...	
Telepathy 12d6 (Human class of min...	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	24m	48m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
Movement SFX		

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POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
	Mental	(continued)	
3f	Visions of Death	4) Entangle 3d6, 3 PD/3 ED, Use EGO to break (+¼), Sticky (telepathic only) (+¼), Attack Versus Alternate Defense (Mental Defense; +½) (60 APs); Mental Defense adds to EGO (-½), Nonresistant DEF (-¼)	6