

Character Name Flo  
 Alternate Identities \_\_\_\_\_  
 Player Name \_\_\_\_\_

# HERO SYSTEM

## SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
25	DEX	30	14-
10	CON	0	11-
10	INT	0	11-
15	EGO	5	12-
15	PRE	5	12-
7	OCV	20	
7	DCV	20	
6	OMCV	9	
6	DMCV	9	
6	SPD	40	
8/23	PD	6	
8/23	ED	6	
15	REC	11	
40	END	4	
10	BODY	0	
30	STUN	5	
	<b>Total Cost</b>	<b>170</b>	

CURRENT STATUS		
	Maximum	Current
END	40	
BODY	10	
STUN	30	

EXPERIENCE POINTS	
Total Points	352
Total Experience Earned	0
Experience Spent	52
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	2d6
Lift 100kg	STR END Cost 2
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	7
Base DCV	7
Base OMCV	6
Base DMCV	6
Combat Skill Levels	+2 Overall
Presence Attack (PRE/5)d6	3d6

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	8/23
Resistant PD	0/15
Normal ED	8/23
Resistant ED	0/15
Mental Defense	10
Power Defense	0
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)	11-
Enhanced and Unusual Senses	
Mind Link, Human class of minds, Sp...	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
Teleportation	50m	200m
Movement SFX		

