

Character Name Lady Paladin
 Alternate Identities Sarah Frost
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
45	STR	35	18-
18	DEX	16	13-
18	CON	8	13-
23	INT	13	14-
18	EGO	8	13-
20	PRE	10	13-
10	OCV	35	
7	DCV	20	
3	OMCV	0	
6	DMCV	9	
6	SPD	40	
20/37	PD	18	
18/35	ED	16	
10	REC	6	
40	END	4	
18	BODY	8	
50	STUN	15	
		Total Cost	279

CURRENT STATUS		
	Maximum	Current
END	40	
BODY	18	
STUN	50	

EXPERIENCE POINTS	
Total Points	448
Total Experience Earned	52
Experience Spent	48
Experience Unspent	4

VITAL INFORMATION	
HTH damage (STR/5)d6	9d6
Lift	12.8tons STR END Cost 4
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	10
Base DCV	7
Base OMCV	3
Base DMCV	6
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
Basic Strike	½	+1	+0	11d6 Strike
Choke Hold	½	-2	+0	Grab One Limb; 2d6 NND
Legsweep	½	+2	-1	10d6 Strike, Target Falls

DEFENSES	
Type	Amount/Effect
Normal PD	20/37
Resistant PD	0/17
Normal ED	18/35
Resistant ED	0/17
Mental Defense	10
Power Defense	8
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)	14-
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	20m	40m
Swim (4m)	4m	8m
H. Leap (4m)	24m	48m
V. Leap (2m)	12m	24m
Flight	26m	52m
Movement SFX		

