

Character Name Particle Man
 Alternate Identities _____
 Player Name David Smith

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
15	STR	5	12-
18	DEX	16	13-
18	CON	8	13-
14	INT	4	12-
13	EGO	3	12-
13	PRE	3	12-
8	OCV	25	
8	DCV	25	
3	OMCV	0	
3	DMCV	0	
5	SPD	30	
14/24	PD	12	
14/24	ED	12	
9	REC	5	
30	END	2	
14	BODY	4	Total Cost
40	STUN	10	<u>176</u>

CURRENT STATUS		
	Maximum	Current
END	<u>30</u>	_____
BODY	<u>14</u>	_____
STUN	<u>40</u>	_____

EXPERIENCE POINTS	
Total Points	<u>426</u>
Total Experience Earned	<u>31</u>
Experience Spent	<u>26</u>
Experience Unspent	<u>5</u>

VITAL INFORMATION	
HTH damage (STR/5)d6	<u>3d6</u>
Lift	<u>200kg</u> STR END Cost <u>1</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	<u>8</u> Base DCV <u>8</u>
Base OMCV	<u>3</u> Base DMCV <u>3</u>
Combat Skill Levels	_____
	<u>+3 with All Attacks</u>

Presence Attack (PRE/5)d6	<u>2 1/2d6</u>

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	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†	-v/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
Martial Block	1/2	+2	+2	Block, Abort
Martial Dodge	1/2	—	+5	Dodge, Affects All Attacks, Abort
Martial Strike	1/2	+0	+2	10d6 Strike
Offensive Stri...	1/2	-2	+1	12d6 Strike

DEFENSES	
Type	Amount/Effect
Normal PD	<u>14/24</u>
Resistant PD	<u>0/10</u>
Normal ED	<u>14/24</u>
Resistant ED	<u>0/10</u>
Mental Defense	<u>3</u>
Power Defense	<u>5</u>
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						
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)	<u>12-</u>
Enhanced and Unusual Senses	_____
Custom Power (-35 APs)	_____
Ultraviolet Perception (Sight Group)	_____
Infrared Perception (Sight Group)	_____
Detect A Single Thing 12- (Unusual G...	_____

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>24m</u>	<u>48m</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	_____	_____

