

Character Name Spike
 Alternate Identities _____
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
50	STR	40	19-
15	DEX	10	12-
20	CON	10	13-
10	INT	0	11-
10	EGO	0	11-
15	PRE	5	12-
5	OCV	10	
5	DCV	10	
4	OMCV	3	
4	DMCV	3	
6	SPD	40	
25	PD	23	
25	ED	23	
20	REC	16	
60	END	8	
15	BODY	5	
40	STUN	10	
		Total Cost	216

CURRENT STATUS		
	Maximum	Current
END	60	
BODY	15	
STUN	40	

EXPERIENCE POINTS	
Total Points	321
Total Experience Earned	0
Experience Spent	21
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	10d6
Lift	25.6tons STR END Cost 5
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	5 Base DCV 5
Base OMCV	4 Base DMCV 4
Combat Skill Levels	+3 with HTH Combat
Presence Attack (PRE/5)d6	3d6

HIT LOCATION CHART					
3d6 Roll	STUN	N	BODY	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†	-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	25
Resistant PD	0
Normal ED	25
Resistant ED	0
Mental Defense	0
Power Defense	5
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	

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

CHARACTER INFORMATION

Character Name Spike
 Height 2.00 m Weight 100.00 kg
 Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign Name _____
 Genre _____
 Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
0	<u>Melee Set I</u>	_____
24	<u>1) +3 with HTH Combat</u>	_____
9	<u>2) Breakfall</u>	<u>15-</u>
3	<u>3) Tactics</u>	<u>11-</u>
16	<u>+4 HTH Damage Class(es)</u>	_____

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
25	<u>Super-Tough Body</u>	<u>Resistant (+½) for 25 PD/25 ED (25 APs)</u>	_____
5	<u>Super-Strong Spirit</u>	<u>Power Defense (5 points)</u>	_____
8	_____	<u>Running +8m (20m total)</u>	<u>I</u>
15	<u>Dense Form</u>	<u>Knockback Resistance -15m</u>	_____

53 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication	
30	<u>Hunted: 30 points' worth</u>	<u>Very Frequently (Mo Pow; NCI; Harshly Punish)</u> <small>Very Frequently</small>
10	<u>Psychological Complication: Devoted to gang</u>	<u>(Common; Moderate)</u>
10	<u>Rivalry: Professional (Other biker groups)</u>	<u>Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry</u>
10	<u>Negative Reputation: ,</u>	<u>Frequently</u>

60 Total Complications Points

52 Total Skills, Perks, & Talents Cost