

Character Name Denver Smith
 Alternate Identities _____
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
8	DEX	-4	11-
10	CON	0	11-
18	INT	8	13-
10	EGO	0	11-
13	PRE	3	12-
3	OCV	0	
5	DCV	10	
2	OMCV	-3	
2	DMCV	-3	
3	SPD	10	
2/8	PD	0	
2/8	ED	0	
4	REC	0	
20	END	0	
12	BODY	2	Total Cost
20	STUN	0	<u>23</u>

CURRENT STATUS		
	Maximum	Current
END	<u>20</u>	_____
BODY	<u>12</u>	_____
STUN	<u>20</u>	_____

EXPERIENCE POINTS	
Total Points	<u>122</u>
Total Experience Earned	<u>22</u>
Experience Spent	<u>22</u>
Experience Unspent	<u>0</u>

VITAL INFORMATION	
HTH damage (STR/5)d6	<u>2d6</u>
Lift <u>100kg</u>	STR END Cost <u>1</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 <u>12</u>
Base OCV	<u>3</u> Base DCV <u>5</u>
Base OMCV	<u>2</u> Base DMCV <u>2</u>
Combat Skill Levels	<u>+2 Overall Skill Level</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†	-w/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

DEFENSES	
Type	Amount/Effect
Normal PD	<u>2/8</u>
Resistant PD	<u>0/6</u>
Normal ED	<u>2/8</u>
Resistant ED	<u>0/6</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</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	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)	<u>13-</u>
Enhanced and Unusual Senses	_____

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

CHARACTER INFORMATION

Character Name Denver Smith
 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
24	+2 Overall Skill Level	_____
5	Cramming	_____
3	Jack of All Trades	_____
1	1) PS: Anthropology	II-
1	2) PS: Appraiser	II-
1	3) PS: Engineer	II-
1	4) PS: Lawyer	II-
3	5) PS: Smuggler	13-
3	Linguist	_____
1	1) Chinese: Language (fluent conversation)	_____
1	2) Hindi: Language (fluent conversation)	_____
1	3) Russian: Language (fluent conversation)	_____
0	4) Language: English (imitate dialects; Custom Adder)	_____
0	5) Language: Homeworld (imitate dialects)	_____
3	Scholar	_____
1	1) Artwork: KS	II-
1	2) Protocol: KS	II-
1	3) Religion: KS	II-
3	Acting	12-
3	Charm	12-
3	Concealment	13-
3	Conversation	12-
4	Forgery (Documents, Identity Cards)	14-
3	Persuasion	12-
3	Security Systems	13-
3	Shadowing	13-
3	Stealth	II-
3	Streetwise	12-
5	Systems Operation	14-
2	WF: Small Arms	_____
0	Climbing	8-
0	Deduction	8-
0	Paramedics	8-
3	Well-Connected	_____
1	Favor:	_____
1	Favor:	_____
5	Eidetic Memory	_____
99	Total Skills, Perks, & Talents Cost	_____

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
\$4	Arms Dealer	0) Contact: Lei La-Xi (Contact has useful Skills or resources, Custom Adder) (5 APs) 14-	_____
\$1	Military Logistics Officer	1) Contact: Hari Ladislav (Contact has access to major institutions, Custom Adder) (2 APs) II-	_____
\$5	Fence/Procurement Specialist	2) Contact: Coreen Elina (Contact has significant Contacts of his own, Custom Adder, Good relationship with Contact) (6 APs) 14-	_____
\$20		3) Contact: OmegaTek Consolidated (Contact has useful Skills or resources, Good relationship with Contact), Organization Contact (x3) (21 APs) 14-	_____
\$7	Kevlar II-A Full Armor	Resistant Protection (6 PD/6 ED) (18 APs); OIF (-½), Half Mass (-½), Requires A Roll (14-roll; -¼), Real Armor (-¼)	_____
\$13	Shotgun 6E2 pg 208	Killing Attack - Ranged 2 ½d6, Area Of Effect (1m Radius; +¼), +1 Increased STUN Multiplier (+¼) (60 APs); OAF (-1), 5 Charges (-¾), STR Minimum 10 (-½), Required Hands Two-Handed (-½), Real Weapon (-¼), Reduced Penetration (-¼), Reduced By Range (-¼) [5]	_____
\$11	Heavy Pistol 6E2 P208	Killing Attack - Ranged 2d6-1 (Custom Adder), +1 Increased STUN Multiplier (+¼) (39 APs); OAF (-1), 7 Charges (-½), STR Minimum 9 (-½), Beam (-¼), Real Weapon (-¼) [7]	_____
\$1		Mind Link, One Specific Mind - Talk to Ambassador	_____
0	Total Powers/Equipment Cost	_____	_____

MATCHING COMPLICATIONS (30)

Cost	Complication
10	Psychological Complication: Greedy: (Common; Moderate)
5	Negative Reputation: Looter/Grave Robber, Infrequently
5	Distinctive Features: Scar on Chin: (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
5	Unluck: Id6
5	Social Complication: Owes A Favor: Infrequently, Minor
30	Total Complications Points