

Character Name Beef
 Alternate Identities _____
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
15	STR	5	12-
8	DEX	-4	11-
15	CON	5	12-
8	INT	-2	11-
8	EGO	-2	11-
15/30	PRE	5	12-/15-
5	OCV	10	
5	DCV	10	
2	OMCV	-3	
2	DMCV	-3	
4	SPD	20	
4	PD	2	
2	ED	0	
7	REC	3	
40	END	4	
16	BODY	6	Total Cost
30	STUN	5	<u>60</u>

CURRENT STATUS		
	Maximum	Current
END	<u>40</u>	_____
BODY	<u>16</u>	_____
STUN	<u>30</u>	_____

EXPERIENCE POINTS	
Total Points	<u>121</u>
Total Experience Earned	<u>22</u>
Experience Spent	<u>21</u>
Experience Unspent	<u>1</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>5</u> Base DCV <u>5</u>
Base OMCV	<u>2</u> Base DMCV <u>2</u>
Combat Skill Levels	_____
	<u>+4 with a small group of attacks</u>

Presence Attack (PRE/5)d6	<u>3d6/6d6</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	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†	-v/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
Defensive Shot	½	-1	+2	Strike +3 DC
Quick Shot	½	+1	+0	Strike, +5 DC
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort

DEFENSES	
Type	Amount/Effect
Normal PD	<u>4</u>
Resistant PD	<u>0</u>
Normal ED	<u>2</u>
Resistant ED	<u>0</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						
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

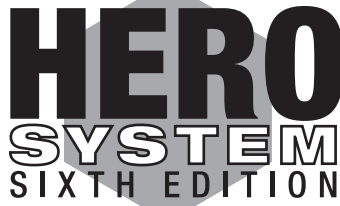
* Treat a 19 as the Feet location

SENSES	
Perception Roll (9+INT/5)	<u>11-</u>
Enhanced and Unusual Senses	_____

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>14m</u>	<u>28m</u>
Swim (4m)	_____	_____
H. Leap (4m)	<u>2m</u>	<u>4m</u>
V. Leap (2m)	<u>1m</u>	<u>2m</u>
	_____	_____
	_____	_____
Movement SFX	_____	_____

CHARACTER INFORMATION

Character Name Beef
 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
12	+4 with a small group of attacks	_____
2	WF: Beam Weapons	_____
5	Rapid Autofire	_____
3	Interrogation	12-/15-
3	Tactics	II-
3	Stealth	II-
0	Everyman Skills	_____
0	Acting	g-
0	Climbing	g-
0	Concealment	g-
0	Conversation	g-
0	Deduction	g-
0	Paramedics	g-
0	Persuasion	g-
0	Shadowing	g-
0	TF: Custom Adder, Small Motorized Ground Vehicles	_____
0	Homeworld Language: Language (completely fluent; Custom Adder, literate)	_____
0	English: Language (completely fluent; Custom Adder, literate)	_____
0	Soldier: PS	II-
0	Area Knowledge: : Salisbury District	g-
3	Defensive Shot	_____
4	Quick Shot	_____
4	Martial Dodge	_____
0	Weapon Element: Beam Weapons: Default Element	_____
12	+3 Ranged Damage Class(es)	_____
3	Access (Law Enforcement Equipment)	_____
54	Total Skills, Perks, & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
7		+15 PRE (15 APs); Conditional Power: Only Usable for Intimidation/Fear based PRE Attacks Power does not work in Very Common Circumstances (-1)	_____
7	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (30)

Cost	Complication	
10	Hunted for desertion: Local Militia (Infrequently; Mo Pow; Limited Geographical Area; Harshly Punish)	Infrequently
10	Psychological Complication: Prefers The Direct Approach : (Common; Moderate)	
5	Social Complication: Picky Eater: Hates 'Wet Condiments' and any food that is white (Infrequently; Minor)	
5	Physical Complication: Hefty (High Gravity Homeworld): (Infrequently; Barely Impairing)	
30	Total Complications Points	