Character Name Skeleton

Alternate Identities Skeletal Human

Player Name

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
18	STR	8	13-
14	DEX	8	12-
0	CON	-10	9-
3	INT	-7	10-
0	EGO	0	9-
18	PRE	8	13-
4	OCV	5	
4	DCV	5	
0	OMCV	0	
0	DMCV	0	
3	SPD	10	
2/5	PD	3	
2/5	ED	3	
4	REC	0	
0	END	-4	
8	BODY	-2	Total Cost
	STUN		25

CURRENT STATUS

	Maximum	Current
END	0	
BODY	8	
STUN		

VITAL INFORMATION

HTH damage (STR/5)d6 3 ½d6

Lift 303.1kg STR END Cost 0

Phases 1 2 3 4 5 6 7 8 9 10 11 12

Base OCV 4 **Base DCV** 4

Base OMCV 0 **Base DMCV** 0

Combat Skill Levels

Presence Attack (PRE/5)d6 3 ½d6

EXPERIENCE POINTS

Total Points	253
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	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; +(v/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

DEFENSES

Type	Amount/Effect
Normal PD	2/5
Resistant PD	0/3
Normal ED	2/5
Resistant ED	0/3
Mental Defense	0
Power Defense	3
Flash Defense	

SENSES

Perception Roll (9+INT/5) 10-

Enhanced and Unusual Senses

Infrared Perception (Sight Group)

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*

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)		
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m

Movement SFX

CHARACTER INFORMATION

Character Name Skeleton

Height 2.00 m Weight 100.00 kg

Hair color Brown Eye color Brown

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name

Genre

Gamemaster

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Climbing	12-
4	WF: Common Melee Weapons, Common Missile Weapons	
7	Total Skills, Perks, & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
45	Undead	Takes No STUN (loses abilities when takes BODY)	
15	Undead	Does Not Bleed	
10	Undead	No Hit Locations	
40	Undead	Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial poisons; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character does not sleep)	
27	Bones	Resistant Protection (3 PD/3 ED)	
36	Gaps In Bones	Physical Damage Reduction, Resistant, 25% (45 APs); Only vs ranged or piercing weapons (-¼)	
9	Undead	Power Defense (3 points)	
5	Sense Life	Infrared Perception (Sight Group)	
18	Fingerbones or bite	Killing Attack - Hand-To-Hand 1d6 (2d6 w/STR), Reduced Endurance (0 END; +½) (22 APs); Reduced Penetration (-¼)	
9	Tireless	Reduced Endurance (0 END; +½) (9 APs) applied to STR	
6	Tireless	Reduced Endurance (0 END; +½) (6 APs) applied to Running	
1	Tireless	Reduced Endurance (0 END; +½) (1 APs) applied to Leaping	
221	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (90)

Cost	Complication
20	Physical Complication: Mindless (Frequently; Greatly Impairing)
5	Physical Complication: Numb (Infrequently; Barely Impairing)
5	Physical Complication: Very Light (Infrequently; Barely Impairing)
15	Physical Complication: Affected by Holy and Necromantic presence and mental attacks (Infrequently; Greatly Impairing)
5	Vulnerability: 1 ½ x Effect knockback effects (Uncommon)
10	Vulnerability: 2 x Effect Presence Attacks by Holy men (Uncommon)
10	Vulnerability: 1 ½ x BODY Holy Attacks (Common)
20	Vulnerability: 2 x Effect Holy Attacks (Common)
90	Total Complications Points