

Character Name Cave Crawler
Alternate Identities Giant Spider
Player Name _____

HERO SYSTEM

SIXTH EDITION

| CHARACTERISTICS | | | |
|-----------------|------|--------|-------------------|
| Val | Char | Points | Roll |
| 35 | STR | 25 | 16- |
| 16 | DEX | 12 | 12- |
| 22 | CON | 12 | 13- |
| 2 | INT | -8 | 9- |
| 5 | EGO | -5 | 10- |
| 25 | PRE | 15 | 14- |
| 5 | OCV | 10 | |
| 3 | DCV | 0 | |
| 3 | OMCV | 0 | |
| 3 | DMCV | 0 | |
| 4 | SPD | 20 | |
| 8/15 | PD | 6 | |
| 5/10 | ED | 3 | |
| 10 | REC | 6 | |
| 40 | END | 4 | |
| 23 | BODY | 13 | Total Cost |
| 40 | STUN | 10 | <u>127</u> |

| CURRENT STATUS | | |
|----------------|---------|---------|
| | Maximum | Current |
| END | 40 | _____ |
| BODY | 23 | _____ |
| STUN | 40 | _____ |

| EXPERIENCE POINTS | |
|-------------------------|------------|
| Total Points | <u>290</u> |
| Total Experience Earned | <u>0</u> |
| Experience Spent | <u>0</u> |
| Experience Unspent | <u>0</u> |

| VITAL INFORMATION | |
|---------------------------|--|
| HTH damage (STR/5)d6 | <u>7d6</u> |
| Lift <u>3200kg</u> | STR END Cost <u>3</u> |
| Phases | 1 2 <u>3</u> 4 5 <u>6</u> 7 8 <u>9</u> 10 11 <u>12</u> |
| Base OCV | <u>5</u> |
| Base DCV | <u>3</u> |
| Base OMCV | <u>3</u> |
| Base DMCV | <u>3</u> |
| Combat Skill Levels | _____ |
| Presence Attack (PRE/5)d6 | <u>5d6</u> |

| HIT LOCATION CHART | | | | | |
|--------------------|---------------|----|--------|--------|-----------------------|
| 3d6 Roll | STUN Location | x | N STUN | 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 |

| DEFENSES | |
|----------------|---------------|
| Type | Amount/Effect |
| Normal PD | <u>8/15</u> |
| Resistant PD | <u>0/7</u> |
| Normal ED | <u>5/10</u> |
| Resistant ED | <u>0/5</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 | |
| Infrared Perception (Sight Group) | _____ |
| +4 PER with all Sense Groups | _____ |
| Targeting with Touch Group (20 APs...) | _____ |
| Range with Touch Group (10 APs); Ol... | _____ |

| MOVEMENT | | |
|--------------|------------|------------|
| Type | Combat | Noncombat |
| Run (12m) | <u>18m</u> | <u>36m</u> |
| Swim (4m) | <u>4m</u> | <u>8m</u> |
| H. Leap (4m) | <u>0m</u> | _____ |
| V. Leap (2m) | <u>0m</u> | <u>0m</u> |
| Flight | <u>2m</u> | <u>4m</u> |
| Movement SFX | _____ | _____ |

