Character Name Young Fire Dragon

Alternate Identities

Player Name

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
50	STR	40	19-
17	DEX	14	12-
30	CON	20	15-
18	INT	8	13-
20	EGO	10	13-
30	PRE	20	15-
6	OCV	15	
3	DCV	0	
6	OMCV	9	
6	DMCV	9	
4	SPD	20	
15/27	PD	13	
16/28	ED	14	
16	REC	12	
60	END	8	
28	BODY	18	Total Cost
70	STUN	25	252

CURRENT STATUS

	Maximum	Current
END	60	
BODY	28	
STUN	70	

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 6 **Base DCV** 3

Base OMCV 6 **Base DMCV** 6

Combat Skill Levels

Presence Attack (PRE/5)d6 6d6

EXPERIENCE POINTS

Total Points	655
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	15/27
Resistant PD	0/12
Normal ED	16/28
Resistant ED	0/12
Mental Defense	0
Power Defense	10
Flash Defense	10 (Sight Group)

SENSES

Perception Roll (9+INT/5) 14-

Enhanced and Unusual Senses

+1 PER with all Sense Groups

Partially Penetrative (blocked by soli...

Detect Treasure A Class Of Things 1...

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)	6m	12m
Swim (4m)	4m	8m
H. Leap (4m)	10m	20m
V. Leap (2m)	5m	10m
Flight	22m	88m

Movement SFX

CHARACTER INFORMATION

Character Name Young Fire Dragon

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	Interrogation	15-
3	KS: Treasures	13-
3	Linguist	
1	1) Language: Arcanium (basic conversation; literate)	
2	2) Language: Dwarven (completely fluent)	
2	3) Language: Elencal (completely fluent)	
2	4) Language: Giantish (completely fluent)	
2	5) Language: Morianic (completely fluent)	
2	6) Language: Perelen (completely fluent)	
2	7) Language: Yrch (completely fluent)	
11	Magic	17-
3	Magic Research	13-
3	PS: Appraiser	13-
5	Money: Well Off	
28	Dragon Senses: Danger Sense (immediate vicinity, out of combat, Function as a Sense) 14-	14-

72 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
5		Mana (45) (5 APs)	
30	Scales	Resistant Protection (8 PD/8 ED), Hardened (+¼) (30 APs)	
12	Thick Scales	Resistant Protection (4 PD/4 ED), Hardened (+¼) (15 APs); Requires A Roll (14- roll; -¼)	
12	Huge	Knockback Resistance -12m	
10	Sturdy	Power Defense (10 points)	
10	Elemental Sympathy	Energy Damage Reduction, Resistant, 25% (15 APs); Only vs Fire and Heat (-½)	
10	Elemental Sympathy	Damage Negation (-3 DCs Energy) (15 APs); Only vs Fire and Heat (-½)	
7	Roar	+15 PRE (15 APs); Instant (-½), Only for Offense (-½), Nonpersistent (-¼)	
18	Wings	Flight 22m, x4 Noncombat (27 APs); Restrainable (-½)	3
4	Reach	Stretching 4m	1
3	Dragon Senses	+1 PER with all Sense Groups	
10	True Sight	Partially Penetrative (blocked by solid objects) with Sight Group	
14	Dragon Senses	Detect Treasure A Class Of Things 14-/13- (Unusual Group), Discriminatory, Partially Penetrative (3m stone, 1m metal, or magic barriers)	
10	Strong Senses	Sight Group Flash Defense (10 points)	
10	Strong Senses	Hearing Group Flash Defense (10 points)	
11	Immortal	Life Support (Breath tainted air; Eating: Character only has to eat once per month; Safe in Intense Cold; Safe in Intense Heat)	
25	Bite	Killing Attack - Hand-To-Hand 1 ½d6 (5d6 w/STR)	2
12	Claws	Killing Attack - Hand-To-Hand 1d6 (4d6+1 w/STR) (15 APs); Reduced Penetration (-¼)	1
28	Tail Lash	Blast 9d6, Area Of Effect (4m Cone; +¼) (56 APs); No Range (-½), Rear facing only (-½)	6
32	Wing Buffet	Blast 8d6, Does Knockback (+¼), Area Of Effect (8m Radius Explosion; +¼), Double Knockback (+½) (80 APs); OIF (Local debris; -½), Extra Time (Full Phase, -½), Concentration (½ DCV; -¼), 5m Range (-¼)	8
8	Wing Buffet	Sight Group Flash 4d6, Area Of Effect (8m Radius Explosion; +¼) (25 APs); OIF (Local debris; -½), Extra Time (Full Phase, -½), Linked (Wing Buffet; -½), Concentration (½ DCV; -¼), 5m Range (-¼)	2
28	Fire Breath	Blast 8d6, Area Of Effect (16m Cone; +½), Thin Cone (-¼) (50 APs); No Range (-½), Once per 2 phases (-¼)	5
22	Ignite	Blast 2d6, Penetrating (+½), Damage Over Time, Target's defenses only apply once, Lock out (cannot be applied multiple times) (6 damage increments, damage occurs every other Segment, +3) (45 APs); No Range (-½), Linked (Fire Breath; -½)	4

331 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (85)

Cost	Complication	
15	Hunted: Treasure and monster hunters Frequently (Less Pow; NCI; Harshly Punish)	Frequently
20	Negative Reputation: Marauding monster, Very Frequently (Extreme)	
20	Physical Complication: Huge (Frequently; Greatly Impairing)	
10	Physical Complication: No Fine Manipulation (Infrequently; Slightly Impairing)	
20	Psychological Complication: Arrogant, condescending, monomaniacal, vain (Very Common; Strong)	

85 Total Complications Points