

Character Name Warg
 Alternate Identities Worg
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS				
Val	Char	Points	Roll	
<u>15/25</u>	STR	<u>5</u>	<u>12-/14-</u>	
<u>17</u>	DEX	<u>14</u>	<u>12-</u>	
<u>18</u>	CON	<u>8</u>	<u>13-</u>	
<u>10</u>	INT	<u>0</u>	<u>11-</u>	
<u>11</u>	EGO	<u>1</u>	<u>11-</u>	
<u>23</u>	PRE	<u>8</u>	<u>14-</u>	
<u>6</u>	OCV	<u>15</u>		
<u>5</u>	DCV	<u>10</u>		
<u>3</u>	OMCV	<u>0</u>		
<u>4</u>	DMCV	<u>3</u>		
<u>4</u>	SPD	<u>20</u>		
<u>6/8</u>	PD	<u>4</u>		
<u>6/8</u>	ED	<u>4</u>		
<u>5</u>	REC	<u>1</u>		
<u>30</u>	END	<u>2</u>		
<u>12</u>	BODY	<u>2</u>		Total Cost
<u>30</u>	STUN	<u>5</u>		<u>108</u>

CURRENT STATUS		
	Maximum	Current
END	<u>30</u>	_____
BODY	<u>12</u>	_____
STUN	<u>30</u>	_____

EXPERIENCE POINTS	
Total Points	<u>241</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>3d6/5d6</u>
Lift <u>200kg/800kg</u>	STR END Cost <u>1/2</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>6</u> Base DCV <u>5</u>
Base OMCV	<u>3</u> Base DMCV <u>4</u>
Combat Skill Levels	_____
	<u>+2 with HTH Combat</u>

Presence Attack (PRE/5)d6	<u>4 1/2d6</u>

HIT LOCATION CHART						
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Hit	Defense/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†	-v/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>6/8</u>
Resistant PD	<u>0/2</u>
Normal ED	<u>6/8</u>
Resistant ED	<u>0/2</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-/14-</u>
Enhanced and Unusual Senses	_____
	<u>+1 PER with Hearing Group</u>
	<u>Nightvision</u>
	<u>Discriminatory with Smell/Taste Gro...</u>
	<u>Tracking with Smell/Taste Group</u>
	<u>Ultrasonic Perception (Hearing Grou...</u>

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>16m</u>	<u>32m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>8m</u>	<u>16m</u>
V. Leap (2m)	<u>4m</u>	<u>8m</u>
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

