

Character Name Orc
 Alternate Identities _____
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
18	STR	8	13-
14	DEX	8	12-
18	CON	8	13-
8	INT	-2	11-
8	EGO	-2	11-
15	PRE	5	12-
5	OCV	10	
4	DCV	5	
3	OMCV	0	
3	DMCV	0	
4	SPD	20	
6/8	PD	4	
4/6	ED	2	
8	REC	4	
40	END	4	
12	BODY	2	Total Cost
30	STUN	5	<u>87</u>

CURRENT STATUS		
	Maximum	Current
END	40	
BODY	12	
STUN	30	

EXPERIENCE POINTS	
Total Points	150
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	3 1/2d6
Lift	303.1kg STR END Cost 1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	5
Base DCV	4
Base OMCV	3
Base DMCV	3
Combat Skill Levels	
<u>+1 with HTH Combat</u>	
Presence Attack (PRE/5)d6	3d6

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	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†	-w/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	6/8
Resistant PD	0/2
Normal ED	4/6
Resistant ED	0/2
Mental Defense	0
Power Defense	8
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)	12-
Enhanced and Unusual Senses	
<u>Infrared Perception (Sight Group)</u>	
<u>+1 PER with all Sense Groups</u>	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	16m	32m
Swim (4m)	4m	8m
H. Leap (4m)	7m	14m
V. Leap (2m)	3 1/2m	7m
Movement SFX		

