

Character Name Troll
 Alternate Identities _____
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
28	STR	18	15-
16	DEX	12	12-
23	CON	13	14-
10	INT	0	11-
11	EGO	1	11-
23	PRE	13	14-
6	OCV	15	
5	DCV	10	
4	OMCV	3	
4	DMCV	3	
4	SPD	20	
12/18	PD	10	
8/12	ED	6	
15	REC	11	
45	END	5	
18	BODY	8	Total Cost
42	STUN	11	<u>166</u>

CURRENT STATUS		
	Maximum	Current
END	<u>45</u>	_____
BODY	<u>18</u>	_____
STUN	<u>42</u>	_____

EXPERIENCE POINTS	
Total Points	<u>375</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>5 1/2d6</u>
Lift	<u>1212.6kg</u> STR END Cost <u>3</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	<u>6</u> Base DCV <u>5</u>
Base OMCV	<u>4</u> Base DMCV <u>4</u>
Combat Skill Levels	_____
<u>+1 with Hand-to-Hand Combat</u>	

Presence Attack (PRE/5)d6	<u>4 1/2d6</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	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>12/18</u>
Resistant PD	<u>0/6</u>
Normal ED	<u>8/12</u>
Resistant ED	<u>0/4</u>
Mental Defense	<u>5</u>
Power Defense	<u>8</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>11-13-</u>
Enhanced and Unusual Senses	_____
<u>+2 PER with Smell/Taste Group</u>	
<u>Discriminatory with Normal Smell</u>	
<u>Infrared Perception (Sight Group)</u>	
_____	_____
_____	_____

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>16m</u>	<u>32m</u>
Swim (4m)	<u>8m</u>	<u>16m</u>
H. Leap (4m)	<u>6m</u>	<u>12m</u>
V. Leap (2m)	<u>3m</u>	<u>6m</u>
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____

