

Character Name Flying Sentry Orb

Alternate Identities \_\_\_\_\_

Player Name \_\_\_\_\_

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
5	STR	-5	10-
10	DEX	0	11-
0	CON	-10	9-
0	INT	-10	9-
0	EGO	0	9-
5	PRE	-5	10-
3	OCV	0	
3	DCV	0	
0	OMCV	0	
0	DMCV	0	
4	SPD	20	
0/7	PD	-6	
0/7	ED	-6	
0	REC	-4	
0	END	-4	
6	BODY	-4	
	STUN		
Total Cost			-50

## CURRENT STATUS

	Maximum	Current
END	0	
BODY	6	
STUN		

## VITAL INFORMATION

HTH damage (STR/5)d6	1d6
Lift	50kg
STR END Cost	1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	3
Base DCV	3
Base OMCV	0
Base DMCV	0
Combat Skill Levels	
Presence Attack (PRE/5)d6	1d6

## EXPERIENCE POINTS

Total Points	145
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; +(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†	-w/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	0/7
Resistant PD	0/7
Normal ED	0/7
Resistant ED	0/7
Mental Defense	0
Power Defense	0
Flash Defense	

## SENSES

Perception Roll (9+INT/5)	9-12-
Enhanced and Unusual Senses	
High Range Radio Perception (Radio...)	
Infrared Perception (Sight Group), P...	
+3 PER with Hearing Group	

## 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						

## MOVEMENT

Type	Combat	Noncombat
Run (12m)		
Swim (4m)		
H. Leap (4m)	0m	
V. Leap (2m)	0m	0m
Flight	15m	15m
Movement SFX		

Character Name Flying Sentry Orb  
Height 2.00 m Weight 100.00 kg  
Hair color Brown Eye color Brown



Campaign Name \_\_\_\_\_  
Genre \_\_\_\_\_  
Gamemaster \_\_\_\_\_

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Cost	Complication
15	Social Complication: Frequently, Major
10	Dependence to HRRP Contact: Incompetence: -1 to Skill Rolls and related rolls per time increment (Very Common; 20 Minutes)
25	Total Complications Points