

Character Name Hunter Droid

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

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

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>23</u>	STR	<u>13</u>	<u>14-</u>
<u>10</u>	DEX	<u>0</u>	<u>11-</u>
<u>0</u>	CON	<u>-10</u>	<u>9-</u>
<u>0</u>	INT	<u>-10</u>	<u>9-</u>
<u>0</u>	EGO	<u>0</u>	<u>9-</u>
<u>10</u>	PRE	<u>0</u>	<u>11-</u>
<u>0</u>	OCV	<u>-15</u>	
<u>0</u>	DCV	<u>-15</u>	
<u>0</u>	OMCV	<u>0</u>	
<u>0</u>	DMCV	<u>0</u>	
<u>3</u>	SPD	<u>10</u>	
<u>0/8</u>	PD	<u>-6</u>	
<u>0/8</u>	ED	<u>-6</u>	
<u>0</u>	REC	<u>-4</u>	
<u>0</u>	END	<u>-4</u>	
<u>10</u>	BODY	<u>0</u>	
	STUN		
Total Cost			<u>-47</u>

## CURRENT STATUS

	Maximum	Current
END	<u>0</u>	
BODY	<u>10</u>	
STUN		

## VITAL INFORMATION

HTH damage (STR/5)d6	<u>4 ½d6</u>
Lift <u>606.3kg</u>	STR END Cost <u>2</u>
Phases 1 2 3 4 5 6 7 8 9 10 11 12	
Base OCV <u>0</u>	Base DCV <u>0</u>
Base OMCV <u>0</u>	Base DMCV <u>0</u>
Combat Skill Levels	
Presence Attack (PRE/5)d6	<u>2d6</u>

## EXPERIENCE POINTS

Total Points	<u>190</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

## 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†	-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	<u>0/8</u>
Resistant PD	<u>0/8</u>
Normal ED	<u>0/8</u>
Resistant ED	<u>0/8</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

## SENSES

Perception Roll (9+INT/5)	<u>9-</u>
Enhanced and Unusual Senses	
Discriminatory with Smell/Taste Gro...	
Tracking with Smell/Taste Group (10...	
+4 versus Range Modifier for Smell/...	

## 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)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>4m</u>	<u>8m</u>
V. Leap (2m)	<u>2m</u>	<u>4m</u>

Movement SFX \_\_\_\_\_

Character Name Hunter Droid  
Height 2.00 m Weight 100.00 kg  
Hair color Brown Eye color Brown



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

[illegible]

Cost	Name	Power/Equipment	END
7	Dart Gun	Blast 5d6, STUN Only (+0), Armor Piercing (+¼) (31 APs); OAF Expendable (Difficult to obtain new Focus; -1 ¼), 8 Charges (-½), Conditional Power Power does not work in Common Circumstances (Only on creatures with similar anatomy to the hunter's target; -½), Requires A Roll (11- roll; -½), Beam (-¼), Limited Range (-¼)	[8]
9	Machine Gun	Killing Attack - Ranged 1d6+1, Autofire (5 shots; +½) (35 APs); OAF Expendable (Difficult to obtain new Focus; -1 ¼), Requires A Roll (11- roll; Must be made each Phase/use; -1), needs oxygen Power does not work in Uncommon Circumstances (-¼), Limited Range (-¼), 8 clips of 10 Charges (+¼)	[10]
6		Blast 3d6, Area Of Effect (4m Radius; +¼), Attack Versus Alternate Defense (Hearing Defense; All Or Nothing; +½) (26 APs); OAF Expendable (Difficult to obtain new Focus; -1 ¼), Requires A Roll (11- roll; Must be made each Phase/use; -1), No Range (-½), Not in Vacuum Power does not work in Uncommon Circumstances (-¼), No Knockback (-¼)	3
9		Change Environment (-5 to Normal Hearing PER Rolls, -10m of any mode of Movement, Long-Lasting 1 Turn), Area Of Effect (4m Radius; +¼), Personal Immunity (+¼) (33 APs); OAF (-1), 8 Charges (-½), No Range (-½), Requires A Roll (11- roll; -½), Only on creatures with similar anatomy as hunter's target Power does not work in Uncommon Circumstances (-¼)	[8]
10		No Hit Locations	
9		Endurance Reserve (20 END, 12 REC) (13 APs); OIF (-½)	
60		Takes No STUN	
	Smell Sense	all slots Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), IAF (-½), Restrainable (Only by means other than Grabs and Entangles; -¼)	
4		1) Discriminatory with Smell/Taste Group (10 APs); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), IAF (-½), Restrainable (Only by means other than Grabs and Entangles; -¼)	
4		2) Tracking with Smell/Taste Group (10 APs); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), IAF (-½), Restrainable (Only by means other than Grabs and Entangles; -¼)	
2		3) +4 versus Range Modifier for Smell/Taste Group (6 APs); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -¾), IAF (-½), Restrainable (Only by means other than Grabs and Entangles; -¼)	
76		Resistant Protection (8 PD/8 ED) (Protect Carried Items), Hardened (+¼), Inherent (+¼) (153 APs); Always On (-½), Ablative BODY Only (-½)	
16		Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (24 APs); Always On (-½)	

Cost	Complication
10	Vulnerability- magnetics: (Common)
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15	Distinctive Features-looks like a hunter robot: (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
5	Unluck: Id6
15	Social Complication- treated as someone's property: Frequently, Major
55	Total Complications Points