

Character Name Rover Guard

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
30	STR	30	15-
8	DEX	-4	11-
0	CON	-10	9-
0	INT	-10	9-
0	EGO	0	9-
10	PRE	0	11-
3	OCV	0	
3	DCV	0	
0	OMCV	0	
0	DMCV	0	
3	SPD	10	
0/10	PD	-3	
0/10	ED	-3	
4	REC	0	
0	END	-4	
7	BODY	-3	
	STUN		
Total Cost			-1

CURRENT STATUS

	Maximum	Current
END	0	
BODY	7	
STUN		

VITAL INFORMATION

HTH damage (STR/5)d6	6d6
Lift	1600kg
STR END Cost	3
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	
	+5 with any single attack
Presence Attack (PRE/5)d6	2d6

EXPERIENCE POINTS

Total Points	244
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	0/10
Resistant PD	0/10
Normal ED	0/10
Resistant ED	0/10
Mental Defense	0
Power Defense	0
Flash Defense	

SENSES

Perception Roll (9+INT/5)	9-
Enhanced and Unusual Senses	
High Range Radio Perception (Radio...)	
Radar (Radio Group), Discriminator...	
Nightvision	

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)	12m	24m
Swim (4m)		
H. Leap (4m)	0m	
V. Leap (2m)	0m	0m
Movement SFX		

Character Name Rover Guard
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name _____
Genre _____
Gamemaster _____

[illegible]

Cost	Name	Power/Equipment	END
45		Takes No STUN (loses abilities when takes BODY)	
56		Resistant Protection (10 PD/10 ED), Hardened (+¼) (112 APs); Ablative BODY Only (-½), Always On (-½)	
12		Killing Attack - Ranged 2d6, Area Of Effect (6m Radius Explosion; +¼), Penetrating (+½) (52 APs); 2 Charges (-1 ½), Side Effects- Extremely Loud, Side Effect occurs automatically whenever Power is used (-1), Extra Time (Extra Segment, -½), Concentration (½ DCV; -¼)	[2]
6		Reduced Endurance (0 END; +½) (6 APs) applied to Running	
14	Tangle Missile	Entangle 3d6, 5 PD/3 ED, Area Of Effect (6m Radius Explosion; +¼), Penetrating (+½) (61 APs); 2 Charges (-1 ½), Side Effects- Extremely Loud, Side Effect occurs automatically whenever Power is used (-1), Extra Time (Extra Segment, -½), Concentration (½ DCV; -¼)	[2]
25		Killing Attack - Ranged 2 ½d6, Autofire (3 shots; +¼) (60 APs); Side Effects-Extraordinarily loud, Continues firing if target is hit but doesn't take body- II, rec. 14, Side Effect occurs automatically whenever Power is used (-1), Needs Oxygen Power loses about a third of its effectiveness (-½), Beam (-¼), Limited Range (-¼), 8 clips of 10 Charges (+¼)	[10]
6		Knockback Resistance -4m (12 APs); Always On (-½), Side Effects: weighs nearly a ton, Side Effect occurs automatically whenever Power is used (-½)	
12		Life Support (Extended Breathing: 1 END per Turn; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat) (18 APs); Always On (-½)	
5		High Range Radio Perception (Radio Group) (12 APs); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Extra Time (Extra Phase, Only to Activate, -½)	
11		Radar (Radio Group), Discriminatory (20 APs); Side Effects, Side Effect occurs automatically whenever Power is used (-½), Extra Time (Extra Segment, Only to Activate, -¼)	
5		Nightvision	
15		Reduced Endurance (0 END; +½) (15 APs) applied to STR	
212	Total Powers/Equipment Cost		

Cost	Complication
10	Vulnerability to electricity: Electricity (Common)
20	Dumb struck when someone is not where the guard thought they would be: (Uncommon), go 14-, recover 11-
20	Physical Complication- no hands: (Frequently; Greatly Impairing)
50	Total Complications Points