

Character Name Grunt Soldiers

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

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

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>12</u>	STR	<u>2</u>	<u>11-</u>
<u>13</u>	DEX	<u>6</u>	<u>12-</u>
<u>13</u>	CON	<u>3</u>	<u>12-</u>
<u>10</u>	INT	<u>0</u>	<u>11-</u>
<u>10</u>	EGO	<u>0</u>	<u>11-</u>
<u>13</u>	PRE	<u>3</u>	<u>12-</u>
<u>6</u>	OCV	<u>15</u>	
<u>5</u>	DCV	<u>10</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>3</u>	DMCV	<u>0</u>	
<u>3</u>	SPD	<u>10</u>	
<u>6</u>	PD	<u>4</u>	
<u>6</u>	ED	<u>4</u>	
<u>6</u>	REC	<u>2</u>	
<u>25</u>	END	<u>1</u>	
<u>10</u>	BODY	<u>0</u>	
<u>30</u>	STUN	<u>5</u>	
			<b>Total Cost</b>
			<u>67</u>

## CURRENT STATUS

	Maximum	Current
END	<u>25</u>	_____
BODY	<u>10</u>	_____
STUN	<u>30</u>	_____

## VITAL INFORMATION

HTH damage (STR/5)d6 2d6  
 Lift 132kg STR END Cost 1  
 Phases 1 2 3 ④ 5 6 7 ⑧ 9 10 11 ⑫  
 Base OCV 6 Base DCV 5  
 Base OMCV 3 Base DMCV 3  
 Combat Skill Levels \_\_\_\_\_  
+2 with a large group of attacks  
+3 with cover  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 2 ½d6

## EXPERIENCE POINTS

Total Points	<u>150</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†	-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
Basic Strike	½	+1	+0	4d6 Strike
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Martial Grab	½	-1	-1	Grab Two Limbs, 22 STR for holding on

## DEFENSES

Type	Amount/Effect
Normal PD	<u>6</u>
Resistant PD	<u>0</u>
Normal ED	<u>6</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____

## SENSES

Perception Roll (9+INT/5) 11-  
 Enhanced and Unusual Senses  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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>14m</u>	<u>28m</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 INFORMATION	
Character Name	<u>Grunt Soldiers</u>
Height	<u>2.00 m</u>
Weight	<u>100.00 kg</u>
Hair color	<u>Brown</u>
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CAMPAIGN INFORMATION	
Campaign Name	_____
Genre	_____
Gamemaster	_____

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MATCHING COMPLICATIONS ( 25 )	
Cost	Complication
15	Psychological Complication- Trouble Concentrating: (Very Common; Moderate)
15	Social Complication- Trouble being in the world : Very Frequently, Minor
30	Total Complications Points

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