

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>15</u>	CON	<u>5</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>10</u>	PRE	<u>0</u>	<u>11-</u>
<u>5</u>	OCV	<u>10</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>5</u>	PD	<u>3</u>	
<u>5</u>	ED	<u>3</u>	
<u>6</u>	REC	<u>2</u>	
<u>20</u>	END	<u>0</u>	
<u>10</u>	BODY	<u>0</u>	
<u>30</u>	STUN	<u>5</u>	
			Total Cost
			<u>56</u>

CURRENT STATUS

	Maximum	Current
END	<u>20</u>	_____
BODY	<u>10</u>	_____
STUN	<u>30</u>	_____

VITAL INFORMATION

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

Presence Attack (PRE/5)d6	<u>2d6</u>

EXPERIENCE POINTS

Total Points	<u>120</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>5</u>
Resistant PD	<u>0</u>
Normal ED	<u>5</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____

SENSES

Perception Roll (9+INT/5)	<u>11-</u>
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						
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 Grunt Soldiers
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



Campaign Name _____
Genre _____
Gamemaster _____

Cost	Name	Roll
0	Real Everyman Skills	
0	1) TF: Common Motorized Ground Vehicles, Custom Adder	
3	2) Concealment	11-
0	3) Computer Programming	8-
0	4) Paramedics	8-
0	5) Persuasion (Custom Adder)	11-
0	6) Systems Operation	8-
0	7) Conversation	8-
0	8) picked later: KS (Custom Adder)	11-
0	9) Picked later: Language (fluent conversation; Custom Adder, literate)	
0	10) Alien: Language (basic conversation; Custom Adder)	
0	11) Area Knowledge: KS (Custom Adder)	11-
0	12) Acting	8-
0	13) Picked Later: KS (Custom Adder)	12-
0	14) Combat Driving	8-
3	Climbing	12-
3	Combat Driving	12-
3	Concealment	11-
2	soldier: PS	11-
3	Shadowing	11-
3	Stealth	12-
3	Survival	11-
3	Tracking	11-
6	WF: Beam Weapons, Energy Weapons, Small Arms	
1	TF: Grav Vehicles/Hovercraft	
5	All Guns: +1 with a large group of attacks	
6	+2 with cover	
3	Basic Strike	
4	Martial Dodge	
3	Martial Grab	
8	Military, uncommon weapons and equipment: Custom Perk	
2	Access (Military HQ)	
64	Total Skills, Perks, & Talents Cost	

[illegible]

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