

Character Name Hacker
 Alternate Identities _____
 Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
13	DEX	6	12-
13	CON	3	12-
20	INT	10	13-
10	EGO	0	11-
10	PRE	0	11-
5	OCV	10	
5	DCV	10	
3	OMCV	0	
3	DMCV	0	
4	SPD	20	
5	PD	3	
5	ED	3	
4	REC	0	
20	END	0	
10	BODY	0	
20	STUN	0	
		Total Cost	65

CURRENT STATUS		
	Maximum	Current
END	20	
BODY	10	
STUN	20	

EXPERIENCE POINTS	
Total Points	200
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	2d6
Lift	100kg STR END Cost 2
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	5 Base DCV 5
Base OMCV	3 Base DMCV 3
Combat Skill Levels	
Presence Attack (PRE/5)d6	2d6

HIT LOCATION CHART					
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Defense/Hit 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	5
Resistant PD	0
Normal ED	5
Resistant ED	0
Mental Defense	0
Power Defense	0
Flash Defense	

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						

SENSES	
Perception Roll (9+INT/5)	13-
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
Movement SFX		

