

Character Name Nightshade  
 Alternate Identities Lauren Mayweather  
 Player Name Joel

# HERO SYSTEM

SIXTH EDITION

| CHARACTERISTICS |      |        |      |                   |
|-----------------|------|--------|------|-------------------|
| Val             | Char | Points | Roll |                   |
| 13              | STR  | 3      | 12-  |                   |
| 18              | DEX  | 16     | 13-  |                   |
| 13              | CON  | 3      | 12-  |                   |
| 35              | INT  | 25     | 16-  |                   |
| 13              | EGO  | 3      | 12-  |                   |
| 15              | PRE  | 5      | 12-  |                   |
| 7               | OCV  | 20     |      |                   |
| 7               | DCV  | 20     |      |                   |
| 3               | OMCV | 0      |      |                   |
| 3               | DMCV | 0      |      |                   |
| 6               | SPD  | 40     |      |                   |
| 15              | PD   | 3      |      |                   |
| 15              | ED   | 3      |      |                   |
| 12              | REC  | 8      |      |                   |
| 40              | END  | 4      |      |                   |
| 10              | BODY | 0      |      | <b>Total Cost</b> |
| 32              | STUN | 6      |      | <u>159</u>        |

| CURRENT STATUS |           |         |
|----------------|-----------|---------|
|                | Maximum   | Current |
| END            | <u>40</u> |         |
| BODY           | <u>10</u> |         |
| STUN           | <u>32</u> |         |

| EXPERIENCE POINTS       |            |
|-------------------------|------------|
| Total Points            | <u>300</u> |
| Total Experience Earned | <u>0</u>   |
| Experience Spent        | <u>0</u>   |
| Experience Unspent      | <u>0</u>   |

| VITAL INFORMATION         |                                      |
|---------------------------|--------------------------------------|
| HTH damage (STR/5)d6      | <u>2 1/2d6</u>                       |
| Lift                      | <u>151.6kg</u> STR END Cost <u>1</u> |
| Phases                    | 1 2 3 4 5 6 7 8 9 10 11 12           |
| Base OCV                  | <u>7</u> Base DCV <u>7</u>           |
| Base OMCV                 | <u>3</u> Base DMCV <u>3</u>          |
| Combat Skill Levels       |                                      |
| Presence Attack (PRE/5)d6 | <u>3d6</u>                           |

| HIT LOCATION CHART |           |        |          |        |        |                |
|--------------------|-----------|--------|----------|--------|--------|----------------|
| 3d6 Roll           | Location  | STUN x | N STUN x | BODY x | To Hit | Defense/Weight |
| 3-5                | Head      | x5     | x2       | x2     | -8     | /              |
| 6                  | Hands     | x1     | x1/2     | x1/2   | -6     | /              |
| 7-8                | Arms      | x2     | x1/2     | x1/2   | -5     | /              |
| 9                  | Shoulders | x3     | x1       | x1     | -5     | /              |
| 10-11              | Chest     | x3     | x1       | x1     | -3     | /              |
| 12                 | Stomach   | x4     | x1 1/2   | x1     | -7     | /              |
| 13                 | Vitals    | x4     | x1 1/2   | x2     | -8     | /              |
| 14                 | Thighs    | x2     | x1       | x1     | -4     | /              |
| 15-16              | Legs      | x2     | x1/2     | x1/2   | -6     | /              |
| 17-18              | Feet      | x1     | x1/2     | x1/2   | -8     | /              |

Average Def \_\_\_\_\_  
 DCV Modifier \_\_\_\_\_ Total Weight \_\_\_\_\_  
 Armor Notes \_\_\_\_\_

| ATTACKS & MANEUVERS |       |       |     |                                 |
|---------------------|-------|-------|-----|---------------------------------|
| Maneuver            | Phase | OCV   | DCV | Effects                         |
| Block               | 1/2   | +0    | +0  | Block, abort                    |
| Brace               | 0     | +2    | 1/2 | +2 OCV vs R. Mod.               |
| Disarm              | 1/2   | -2    | +0  | Disarm, STR v. STR              |
| Dodge               | 1/2   | —     | +3  | Abort, vs. all attacks          |
| Grab                | 1/2   | -1    | -2  | Grab 2 limbs                    |
| Grab By             | 1/2†  | -3    | -4  | Move & Grab; +(w/10) to STR     |
| Haymaker            | 1/2*  | +0    | -5  | +4 DCs to attack                |
| Move By             | 1/2†  | -2    | -2  | STR/2 + v/10; you take 1/3      |
| Move Through        | 1/2†  | -w/10 | -3  | STR + v/6; you take 1/2 or full |
| Multiple Attack     | 1     | var   | 1/2 | Attack multiple times           |
| Set                 | 1     | +1    | +0  | Ranged attacks only             |
| Shove               | 1/2   | -1    | -1  | Push 1m per 5 STR               |
| Strike              | 1/2   | +0    | +0  | STR or weapon                   |
| Throw               | 1/2   | +0    | +0  | Throw w/ STR dmg                |
| Trip                | 1/2   | -1    | -2  | Knock target Prone              |

| DEFENSES       |               |
|----------------|---------------|
| Type           | Amount/Effect |
| Normal PD      | <u>15</u>     |
| Resistant PD   | <u>10</u>     |
| Normal ED      | <u>15</u>     |
| Resistant ED   | <u>10</u>     |
| Mental Defense | <u>0</u>      |
| Power Defense  | <u>0</u>      |
| 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                |     |      |       |       |        |         |
| 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)   | <u>16-</u> |
| Enhanced and Unusual Senses |            |

| 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>  |
| Flight       | <u>12m</u> | <u>24m</u> |
| Movement SFX |            |            |

