

Character Name Spider Monkey

Alternate Identities _____

Player Name _____

HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS				
Val	Char	Points	Roll	
<u>10</u>	STR	<u>0</u>	<u>11-</u>	
<u>28</u>	DEX	<u>36</u>	<u>15-</u>	
<u>10</u>	CON	<u>0</u>	<u>11-</u>	
<u>12</u>	INT	<u>2</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>7</u>	OCV	<u>20</u>		
<u>10</u>	DCV	<u>15</u>		
<u>3</u>	OMCV	<u>0</u>		
<u>3</u>	DMCV	<u>0</u>		
<u>7</u>	SPD	<u>50</u>		
<u>13</u>	PD	<u>8</u>		
<u>13</u>	ED	<u>8</u>		
<u>16</u>	REC	<u>12</u>		
<u>60</u>	END	<u>8</u>		
<u>8</u>	BODY	<u>-2</u>		Total Cost
<u>35</u>	STUN	<u>8</u>		<u>169</u>

CURRENT STATUS		
	Maximum	Current
END	<u>60</u>	_____
BODY	<u>8</u>	_____
STUN	<u>35</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>2d6</u>
Lift <u>100kg</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>10</u>
Base OMCV	<u>3</u>
Base DMCV	<u>3</u>
Combat Skill Levels	_____
Presence Attack (PRE/5)d6	<u>2d6</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	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	<u>13</u>
Resistant PD	<u>3</u>
Normal ED	<u>13</u>
Resistant ED	<u>3</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	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				

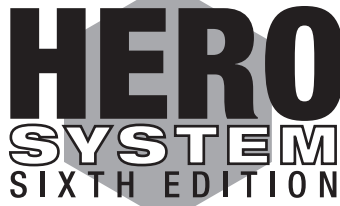
* Treat a 19 as the Feet location

SENSES	
Perception Roll (9+INT/5)	<u>11-</u>
Enhanced and Unusual Senses	_____

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>12m</u>	<u>24m</u>
Swim (4m)	_____	_____
H. Leap (4m)	<u>16m</u>	<u>32m</u>
V. Leap (2m)	<u>8m</u>	<u>16m</u>
Swinging	<u>20m</u>	<u>40m</u>
Movement SFX	_____	_____

CHARACTER INFORMATION

Character Name Spider Monkey
 Height 1' 8" Weight 20 lbs
 Hair color Black Eye color Black



CAMPAIGN INFORMATION

Campaign Name Outcasts
 Genre Superhero
 Gamemaster Sean Wijbrandus

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
0	Everyman Skills	
0	1) Conversation	8-
0	2) Deduction	8-
0	3) Paramedics	8-
0	4) Persuasion	8-
0	5) AK: The City	8-
0	6) English: Language: English (completely fluent; literate)	
3	Acrobatics	15-
3	Acting	11-
3	Breakfall	15-
3	Climbing	15-
3	Concealment	11-
3	Contortionist	15-
5	Cramming	
3	Lockpicking	15-
3	Shadowing	11-
3	Sleight Of Hand	15-
3	Stealth	15-
3	Anonymity	
3	Ambidexterity (no Off Hand penalty)	
4	Double Jointed	
6	Combat Luck (3 PD/3 ED)	

51 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
	Small Stature		
8	Hard to Perceive	1) +4 with Stealth	
20	Hard to Hit	2) +4 DCV (Modifiers affect Base Characteristic)	
10		Swinging 20m	1
10		Clinging (normal STR)	
5	Prehensile Tail	Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	
23	Throw Objects	Multipower, 40-point reserve; all slots OIF (Objects of Opportunity; -½), Range Based On Strength (-¼) (40 APs)	
2f	Throw Blunt Objects (s...	1) Blast 8d6; OIF (Objects of Opportunity; -½), Range Based On Strength (-¼) (40 APs)	4
2f	Throw Sharp Objects (glass, knives, etc)	2) Killing Attack - Ranged 2 ½d6; OIF (Objects of Opportunity; -½), Range Based On Strength (-¼) (40 APs)	4

80 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (60)

Cost	Complication
10	Physical Complication: Small Stature (Infrequently; Slightly Impairing)
15	Distinctive Features: Spider Monkey appearance (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Psychological Complication: Frightened by Loud or Sudden Noises (Common; Strong)
5	Vulnerability: 1 ½ x Effect Presence attacks or intimidation (Uncommon)
15	Psychological Complication: Fear of Bodies of Water (Common; Strong)

60 Total Complications Points