

Character Name Tarot  
 Alternate Identities Ryan McFadden  
 Player Name George

# HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
14	STR	4	12-
15	DEX	10	12-
14	CON	4	12-
18	INT	8	13-
30	EGO	20	15-
18	PRE	8	13-
5	OCV	10	
8	DCV	25	
7	OMCV	12	
7	DMCV	12	
5	SPD	30	
15	PD	4	
15	ED	4	
10	REC	6	
25	END	1	
10	BODY	0	
40	STUN	10	
		<b>Total Cost</b>	<b>168</b>

CURRENT STATUS		
	Maximum	Current
END	25	
BODY	10	
STUN	40	

EXPERIENCE POINTS	
Total Points	300
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INFORMATION	
HTH damage (STR/5)d6	2 1/2d6
Lift	174.1kg STR END Cost 1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	5 Base DCV 8
Base OMCV	7 Base DMCV 7
Combat Skill Levels	
Presence Attack (PRE/5)d6	3 1/2d6

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	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	15
Resistant PD	9
Normal ED	15
Resistant ED	9
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	
Mind Scan 8d6 (Human class of min...)	
Precognitive Clairsentience (Sight G...)	

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

