Character Name: CHARACTER NAME

Alternate Identities: _____

Player Name: _____

HERO SYSTEM FIFTH EDITION

CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
10	STR	10	x1	0	11	HTH damage 2 d6 Lift ____ END (1)
10	DEX	10	x3	0	11	OCV 3 DCV 3
10	CON	10	x2	0	11	CHAR TOTAL 0
10	BODY	10	x2	0	11	POW TOTAL 0
10	INT	10	x1	0	11	Perception Roll 11 — S/T/T TOTAL 0
10	EGO	10	x2	0	11	Base ECV 3 — TOTAL 0
10	PRE	10	x1	0	11	Base Presence Attack 2 d6
10	COM	10	x1/2	0	11	

BASE						
2	2	PD	(STR/5)	x1	0	Resistant PD 0 Total PD 2
2	2	ED	(CON/5)	x1	0	Resistant ED 0 Total ED 2
2.0	2	SPD	1+ (DEX/10)	x10	0	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
4	4	REC	(STR/5)+(CON/5)	x2	0	
20	20	END	(CON x 2)	x1/2	0	
20	20	STUN	BODY+(STR/2)+(CON/2)	x1	0	0 **Total Characteristics Points**

ATTACKS

Primary attack power _____ ____ d6

Secondary attack power _____ ____ d6

Tertiary attack power _____ ____ d6

Attack SFX _____

Other attack SFX _____

EXPERIENCE POINTS

Total earned	0
Spent	0
Unspent	0
Base points	200
Disad points	0

DEFENSES

	Amount	Defense SFX
Physical Defense		
Resistant Physical Defense		
Energy Defense		
Resistant Energy Defense		
Mental Defense		
Flash Defense (_____)		
Power Defense		
Other: _____		
Other: _____		

MOVEMENT

Type	Combat	NonCom
Run (6")		
Swim (2")		
H. Leap (___")		
V. Leap (___")		

Movement SFX _____

Movement SFX _____

DAMAGE AND CHARGE TRACKER

STUN ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

END ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

BODY ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ **CHARGES** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

CHARGES ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ **CHARGES** ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

COMBAT INFORMATION

Base OCV	3	Base DCV	3
Adjustments	+/-	Adjustment	+/-
_____	___	_____	___
_____	___	_____	___
Total OCV	3	**Total DCV**	3

Combat Skill Levels _____

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	—	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2	+0	-5	
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	ranged attacks only
Strike	1/2	+0	+0	STR or weapon
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	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

HIT LOCATION CHART

Roll	Location	STUN X	NOR STUN	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	x1.5	x1	-7	__ / __
13	Vitals	x4	x1.5	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 0

DCV Modifier _____ **Total Weight** 0

CHARACTER INFORMATION

Character name CHARACTER NAME

Height _____ Weight _____

Hair color _____ Eye color _____

CAMPAIGN INFORMATION

Campaign name _____

Genre _____

Gamemaster _____

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll
0	Acting	8-
0	Climbing	8-
0	Concealment	8-
0	Conversation	8-
0	Deduction	8-
0	Native Lang (4pts.)	
0	Paramedics	8-
0	Persuasion	8-
0	Prof. Skill:	8-
0	Shadowing	8-
0	Stealth	8-
0	Trans. Fam.	
0	Area Knowl.:	8-

0 **Total Skills, Perks & Talents Cost**

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END

0 **Total Powers/Equipment Cost**

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll

0 **Total Disadvantages Cost**