Character Name: _____

Alternate Identities: _____

Player Name: _____

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CHARACTERISTICS

Val	Char	Base	Cost	Points	Roll	Notes
___	STR	10	x1	___	___	HTH damage ____d6 Lift _____ END (__)
___	DEX	10	x3	___	___	OCV _____ DCV _____
___	CON	10	x2	___	___	
___	BODY	10	x2	___	___	
___	INT	10	x1	___	___	Perception Roll _____
___	EGO	10	x2	___	___	Base ECV _____
___	PRE	10	x1	___	___	Base Presence Attack _____d6
___	COM	10	x1/2	___	___	
___	PD	(STR/5)	x1	___		Resistant PD _____Total PD _____
___	ED	(CON/5)	x1	___		Resistant ED _____Total ED _____
___	SPD	1+ (DEX/10)	x10	___		Phases: 1 2 3 4 5 6 7 8 9 10 11 12
___	REC	(STR/5)+(CON/5)	x2	___		
___	END	(CON x 2)	x1/2	___		
___	STUN	BODY+(STR/2)+(CON/2)	x1	___	___	**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 _____

Spent _____

Unspent _____

Base points _____

Disad points _____

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 ___ Base DCV ___

Adjustments +/- Adjustment +/-

_____ ___ _____ ___

_____ ___ _____ ___

Total OCV ___ **Total DCV** ___

Combat Skill Levels _____

_____

_____

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4DC
Move By	½	-2	-2	STR/2 + v/5
Move Through	½	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	½	+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	HR 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 HR	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 _____

DCV Modifier _____ **Total Weight** _____

CHARACTER INFORMATION

Character name _____

Height _____ Weight _____

Hair color _____ Eye color _____

HERO SYSTEM
FIFTH EDITION

CAMPAIGN INFORMATION

Campaign name _____

Genre _____

Gamemaster _____

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll