

Character Name Jack of Spades  
 Alternate Identities Jack Connor  
 Player Name Daniel Spinosa

# HERO SYSTEM

SIXTH EDITION

CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
16	DEX	12	12-
12	CON	2	11-
10	INT	0	11-
18	EGO	8	13-
18	PRE	8	13-
6	OCV	15	
6	DCV	15	
4	OMCV	3	
4	DMCV	3	
6	SPD	40	
17/32	PD	3	
17/32	ED	3	
15	REC	11	
70	END	10	
12	BODY	2	<b>Total Cost</b>
35	STUN	8	<u>143</u>

CURRENT STATUS		
	Maximum	Current
END	<u>70</u>	
BODY	<u>12</u>	
STUN	<u>35</u>	

EXPERIENCE POINTS	
Total Points	<u>401</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>1</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>6</u>
Base DCV	<u>6</u>
Base OMCV	<u>4</u>
Base DMCV	<u>4</u>
Combat Skill Levels	
Presence Attack (PRE/5)d6	<u>3 1/2d6</u>

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	<u>17/32</u>
Resistant PD	<u>12/27</u>
Normal ED	<u>17/32</u>
Resistant ED	<u>12/27</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>11-</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>
Movement SFX		

