Character Name _____ Character Race _____

HERO SYSTEM FIFTH EDITION

Player Name _____ Archetype _____

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**

COMBAT INFORMATION

Base OCV ____ Base DCV ____

Adjustments +/- Adjustment +/-

_____ ____ _____ ____

_____ ____ _____ ____

Total OCV ____ Total DCV ____

Combat Skill Levels _____

COMBAT MANEUVERS

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

MOVEMENT

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

EXPERIENCE AND BUILD POINTS

Total Experience Earned		_____
Total Experience Spent		_____
Original Base Points	+	_____
Disadvantage Points	+	_____
Total Build Points	=	_____

SKILLS, PERKS, TALENTS, AND POWERS

Cost	Name	R/E

Cost	Name	Roll
_____	**Total Skills, Perks, Talents, and Powers**	

WEAPONS

Name	OCV Mod	Range Mod	Damage	StunX	Notes

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll

ADDITIONAL SKILLS, PERKS, TALENTS, AND POWERS

Cost	Name	R/E

_____ Total Additional Skills, Perks, Talents and Power

_____ Total Skills, Perks, Talents and Power from page 1

_____ Total Characteristics

_____ TOTAL CHARACTER COST

PERSONAL INFORMATION

Height _____ Hair color _____

Weight _____ Eye color _____

Physical Description _____

Background / History _____

EQUIPMENT

Item	Wt

MONEY

Gold _____ Other _____

Silver _____

Copper _____

SPELLS
Standard Modifiers

Value	Modifier	Value	Modifier

Spells

Name	Real	Active	Roll	End	Effects and Additional Modifiers

EXTENDED EQUIPMENT LISTING

Ranged Weapons

Name	OCVMod	RangeMod	Damage	StunX	STRMin	Shots	PERMod	Notes	Wt

Melee Weapons

Name	OCVMod	Damage	StunX	Notes	Wt

Armor

Name	DEF/rDEF	Locations	Notes	Wt
	/			
	/			
	/			
	/			
	/			
	/			
	/			

Miscellaneous Equipment

Name	Description / Notes	Wt

FOLLOWER RECORD Name _____ Race _____ Type _____

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**

COMBAT INFORMATION

Base OCV ____ Base DCV ____

Adjustments +/- Adjustment +/-

_____ ____ _____ ____

_____ ____ _____ ____

Total OCV ____ Total DCV ____

Combat Skill Levels _____

COMBAT MANEUVERS

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

MOVEMENT

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

BUILD POINTS

Follower Base Points _____

Disadvantage Points + _____

Total Build Points = _____

SKILLS, PERKS, TALENTS, AND POWERS

Cost	Name	Roll

_____ **Total Additional Skills, Perks, Talents and Power**

_____ **Total Characteristics**

_____ **TOTAL CHARACTER COST**

DISADVANTAGES

Cost	Disadvantage	Roll

SPECIAL TRAITS

PERSONAL INFORMATION

Height _____ **Hair color** _____

Weight _____ **Eye color** _____

Physical Description _____

Background / History _____

WEAPONS

Name	OCV Mod	Range Mod	Damage	StunX	Notes