

Hero System 6th Edition

Character Name _____
Alternate Identities _____
Player Name _____



CHARACTERISTICS

Val	Char	Points	Roll
_____	STR	_____	_____
_____	DEX	_____	_____
_____	CON	_____	_____
_____	INT	_____	_____
_____	EGO	_____	_____
_____	PRE	_____	_____
_____	OCV	_____	_____
_____	DCV	_____	_____
_____	OMCV	_____	_____
_____	DMCV	_____	_____
_____	SPD	_____	_____
_____	PD	_____	_____
_____	ED	_____	_____
_____	REC	_____	_____
_____	END	_____	_____
_____	BODY	_____	Total Cost
_____	STUN	_____	_____

CURRENT STATUS

	Maximum	Current
END	_____	_____
BODY	_____	_____
STUN	_____	_____

VITAL INFORMATION

HTH damage (STR/5)d6 _____
Lift _____ STR END Cost _____

Phases 1 2 3 4 5 6 7 8 9 10 11 12

Base OCV _____ Base DCV _____
Base OMCV _____ Base DMCV _____

Combat Skill Levels _____

Presence Attack (PRE/5)d6 _____

EXPERIENCE POINTS

Total Points _____
Total Experience Earned _____
Experience Spent _____
Experience Unspent _____

HIT LOCATION CHART

3d6 Roll	Location	STUN x	HT x	BODY x	To Defense/Hit Weight
3-5	Head	x5	x2	x2	-6
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 _____

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	105+3
High Shot (Head to Vitals)	-2	205+1
Body Shot (Hands to Legs)	-1	205+4
Low Shot (Shoulders to Feet)	-2	205+7*
Leg Shot (Vitals to Feet)	-4	105+12

* Treat a 10 as the Feet location

MOVEMENT

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

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mat.
Dism.	1/2	-2	+0	Dism., STR x STR
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab fly	1/2	-3	-4	Move & Grab: +1(10) to STR
Haymaker	1/2	+0	-5	+4 DCs to attack
Move fly	1/2	-2	-2	STR/2 + v10; you take 1/3
Move Through	1/2	+10	-3	STR + v10; 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 drag
Trip	1/2	-1	-2	Knock target Prone

DEFENSES

Type	Amount/Effect
Normal PD	_____
Resistant PD	_____
Normal ED	_____
Resistant ED	_____
Mental Defense	_____
Power Defense	_____
Flash Defense	_____

SENSES

Perception Roll (9+INT/5) _____

Enhanced and Unusual Senses _____

Hero System 6th Edition is a comprehensive role-playing game system designed for creating and playing superhero-themed adventures. Published by Hero Games, this edition of the Hero System expands on its predecessors by providing players and game masters with a plethora of tools and mechanics to craft engaging stories, unique characters, and dynamic game worlds. Whether you're a seasoned RPG veteran or new to the genre, this guide will explore the key features, character creation process, and gameplay mechanics of the Hero System 6th Edition.

Understanding the Hero System 6th Edition

The Hero System 6th Edition is notable for its versatility and depth. It allows players to create characters with a wide range of powers and abilities, making it suitable for various genres beyond just superheroes, including fantasy, science fiction, and horror. The system is built on a point-based character creation mechanism that emphasizes customization and flexibility.

Key Features of Hero System 6th Edition

- 1. Point-Based Character Creation:** Players can build characters from the ground up using a point system that determines their abilities, skills, and powers. This allows for a high level of customization, enabling players to create characters that fit their visions.
- 2. Detailed Power System:** The Hero System provides a detailed framework for powers, allowing players to create unique abilities by combining various effects and modifiers. This system encourages creativity and innovation in character design.
- 3. Skill and Combat Mechanics:** The game features a comprehensive set of skills, combat rules, and a unique system for determining outcomes based on character attributes and situational modifiers. This adds realism and depth to gameplay.
- 4. Generic Ruleset:** While focused on superheroes, the rules can be adapted for other genres, making it a versatile system for different types of campaigns.
- 5. Extensive Source Material:** The 6th Edition comes with a wealth of sourcebooks, guides, and supplements that provide additional content, examples, and inspiration for players and game masters.

Character Creation in Hero System 6th Edition

Creating a character in Hero System 6th Edition involves several steps, each designed to ensure that players can build a character that is both unique and balanced within the game environment.

Step-by-Step Character Creation Process

- 1. Conceptualize Your Character:** Start by brainstorming what kind of character you want to play. Consider their backstory, personality, and the

powers or abilities that would best suit them.

2. Determine Character Type: Decide if your character will be a superhero, a villain, or a non-powered individual. This will influence the types of powers and skills you select.

3. Allocate Points: The 6th Edition uses a point-buy system. Players typically start with a set number of points to distribute among various attributes (such as Strength, Dexterity, and Intelligence), skills, and powers.

4. Select Powers and Abilities: Choose from a vast array of powers and abilities. Consider how these powers interact with each other and how they fit into the character's concept.

5. Define Skills: Skills represent your character's trained abilities and knowledge. Allocate points to these skills based on your character's background and profession.

6. Equipment and Gear: Equip your character with items that complement their abilities and role in the game. This may include gadgets, weapons, or magical artifacts, depending on your campaign setting.

7. Final Touches: Give your character a name, background story, and personality traits. This will help you role-play your character effectively during the game.

Gameplay Mechanics

Hero System 6th Edition's gameplay is designed to create a dynamic and engaging experience. Here are some of the key mechanics players should understand:

Combat and Action Resolution

1. Turn Order: Combat is typically conducted in turns, where characters take actions based on their initiative scores. This ensures that everyone has a chance to act and react in the heat of battle.

2. Action Types: Players can perform various actions during their turn, including attacking, using powers, moving, and taking defensive measures. Understanding the types of actions available is crucial for strategic gameplay.

3. Combat Rolls: When characters engage in combat, they roll dice to determine the success of their actions. The results are influenced by the character's skill level, attributes, and any relevant modifiers.

4. **Damage and Healing:** The game features a damage system that takes into account the character's toughness and defenses. Players must manage their health and resources carefully to survive encounters.

Skill Checks and Challenges

In addition to combat, players will often face challenges that require skill checks. These may include:

- **Social Interactions:** Persuading NPCs, negotiating deals, or intimidating foes.
- **Investigation:** Searching for clues, deciphering codes, or uncovering hidden truths.
- **Technical Tasks:** Using computers, hacking systems, or repairing equipment.

Players will roll dice and add their relevant skill levels to determine the outcome of these tasks. The game master sets the difficulty level for each challenge, ensuring that players are constantly engaged and challenged.

Campaigns and Settings

One of the most appealing aspects of the Hero System 6th Edition is its flexibility in terms of campaign settings. Game masters can create their own worlds or use established settings to run their campaigns. Here are a few ideas for setting up a Hero System campaign:

Popular Campaign Settings

1. **Superhero Universes:** Create a campaign set in a world where superheroes and villains battle for supremacy. Players can take on the roles of iconic characters or create their own.
2. **Fantasy Realms:** Adapt the Hero System for a high-fantasy setting, where magic, mythical creatures, and epic quests abound.
3. **Science Fiction Adventures:** Explore the cosmos in a futuristic setting filled with advanced technology, alien civilizations, and interstellar conflicts.
4. **Horror Scenarios:** Utilize the system to craft tense and thrilling horror experiences, where characters must confront supernatural entities and unravel dark mysteries.

Conclusion

Hero System 6th Edition stands out as a versatile and in-depth role-playing game that caters to a wide range of players and storytelling styles. With its robust character creation system, detailed mechanics, and the ability to adapt to various genres, it provides an excellent platform for creativity and immersion. Whether you're aiming to save the world as a superhero or navigate the complexities of a fantasy realm, the Hero System offers the tools you need to craft unforgettable adventures. Dive into the world of Hero System 6th Edition and discover the limitless possibilities that await!

Frequently Asked Questions

What is the Hero System 6th Edition?

The Hero System 6th Edition is a tabletop role-playing game system that focuses on character creation and customization, allowing players to build heroes and villains with unique powers and abilities.

How does character creation work in Hero System 6th Edition?

Character creation in Hero System 6th Edition is point-based, where players allocate points to various attributes, skills, and powers, allowing for a highly personalized character development experience.

What are some key features of the Hero System 6th Edition?

Key features include a flexible point-based system, detailed combat mechanics, a variety of powers and abilities, and comprehensive rules for character creation and development.

Is the Hero System 6th Edition suitable for beginners?

While the Hero System 6th Edition offers extensive customization options, it may be complex for beginners. However, with the right guidance and resources, new players can learn the system effectively.

Can Hero System 6th Edition be used for different genres?

Yes, Hero System 6th Edition is designed to be genre-neutral, making it suitable for superhero, fantasy, sci-fi, and horror settings among others.

What types of campaigns can be played with Hero System 6th Edition?

Campaigns can vary widely, from superhero adventures and espionage missions to fantasy quests and science fiction explorations, allowing for diverse storytelling opportunities.

Are there any expansions or supplements for Hero System 6th Edition?

Yes, there are several expansions and supplements available that add new powers, settings, and additional rules to enhance gameplay and character options in Hero System 6th Edition.

How does combat work in Hero System 6th Edition?

Combat in Hero System 6th Edition is structured with phases, allowing characters to perform actions based on their speed and skills, with detailed rules for attacks, defenses, and damage resolution.

What resources are recommended for learning Hero System 6th Edition?

Recommended resources include the core rulebook, various supplements, online forums, and community-created content that can help new players and GMs understand the system better.

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