# SUB HERO

Games ⟨v3.2.F⟩

Modification Date: December, 2002

Name: _____
Player: _____

Base OCV (DEX÷3):___ Levels: _____

Base DCV (DEX÷3):___ Levels: _____ ENC:__

| Value | Characteristic | Cost | Base | Max | Points |
|---|---|---|---|---|---|
| ____ | **STR** | ×1 | 10 | 10 | ____ |
| ____ | **DEX** | ×3 | 10 | 20 | ____ |
| ____ | **CON** | ×2 | 10 | 20 | ____ |
| ____ | **BODY** | ×2 | 10 | 15 | ____ |
| ____ | **INT** | ×1 | 10 | 20 | ____ |
| ____ | **EGO** | ×2 | 10 | 20 | ____ |
| ____ | **PRE** | ×1 | 10 | 20 | ____ |
| ____ | **COM** | ×½ | 10 | 20 | ____ |
| ____ | **PD** (STR÷5) | ×1 | ___ | 8 | ____ |
| ____ | **ED** (CON÷5) | ×1 | ___ | 8 | ____ |
| ____ | **SPEED** 1+(DEX÷10) | ×10 | ___ | 4 | ____ |
| ____ | **REC** (STR÷5)+(CON÷5) | ×2 | ___ | 12 | ____ |
| ____ | **END** (CON×2) | ×½ | ___ | 40 | ____ |
| ____ | **STUN** (BODY)+((STR+CON)÷2) | ×1 | ___ | 40 | ____ |
| | | | | Characteristics Cost: | ____ |

## Combat Maneuvers

| Maneuver | Phase | OCV | DCV | Effects |
|---|---|---|---|---|
| Block | ½ | •1 | +0 | stops one attack |
| Brace | 0 | +1 | zero | ×2 Range Mod (if stock) |
| Club Weapon | ½ | +0 | +0 | normal damage |
| Charge | 1 | +0 | +0 | move+horse STR attack |
| Covered | ½ | •2 | +0 | target held |
| Disarm | ½ | -3 | -1 | target disarmed |
| Dodge | ½ | zero | +3 | vs. all attacks |
| Double Fire | 1 | -2 | ×½ | shoot two targets |
| Flail | ½ | -1 | +0 | no shield bonus |
| Flying Tackle | 1 | -2 | •3 | STR attack+knockdown |
| Grab | ½ | -1 | -2 | grab, STR attack |
| Hold | ½ | -2 | -2 | both stopped |
| Killing Blow | ½ | -2 | -2 | (STR÷15)D6 killing |
| Lance Charge | 1 | +0 | +0 | lose lance •4 |
| Pin | ½ | -2 | -2 | continuous Block |
| Retreat | 1 | zero | +0 | get out of Pin |
| Ride By | 1 | -2 | +0 | +1DC if half move<br>+2DC if full move |
| Set | 1 | +1 | +0 | ×2 Range Mod |
| Shield Block | ½ | •5 | +0 | block attack |
| Snap Shot | 1 | -1 | +0 | shoot & duck, 1 seg. |
| Strike | ½ | var. | +0 | by weapon type |
| Trip | ½ | -2 | +0 | target falls down |
| Unhorse | ½ | -2 | +0 | target unmounted |
| Use Bow / Sling | ½ | var. | ½ | must reload |

### More Maneuvers (bought)

| Maneuver | Pts | Phase | OCV | DCV | Effects |
|---|---|---|---|---|---|
| | | | | | |

(•1) OCV vs OCV to succeed. Use OCV Mod of weapon type.
(•2) Use DCV Mod for Hit Location.
(•3) Character is prone (see Combat Modifiers).
(•4) Add DC as if Move By, DEX Roll or fall if you miss.
(•5) Use shield DCV bonus as OCV bonus.

| Disadvantages | Points |
|---|---|
| lower characteristic maxima | 4 |

Experience Gained

Disadvantages Total: ____
Experience Spent: ____
Total Cost: ____

| Weapon Type | OCV | Rmod | Damage | Pc | Spd | Stn× | STR | END | Sight | Levels | NOTES |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | |

| Points | Skills | Roll |
|---|---|---|
| | | |

____ : Skills Cost
____ + Characteristics Cost
____ = Total Cost

**Dexterity:** _____ **Speed:** _____

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

Dmg. Ig.: ____

**BODY:**___ -

**STUN:**___ -

**END:**____ -

**PER** Roll 9+(INT÷5)=____
**DEX** Roll 9+(DEX÷5)=____
**INT** Roll 9+(INT÷5)=____
**EGO** Roll 9+(EGO÷5)=____
**ECV** Base:_____ Total:_____

Move / Phase =____
Move, Total =____
Swim, Total =____
Jump: L=___, H=___
Other:_____

**ENC level:** ±0 -1 -2 -3 -4

**DCV** $100 \cdot 2^{(STR-10)\div5} \div DCV$= ___kg ___kg ___kg ___kg ___kg

**Skills:** $3.125 \cdot 2^{(STR-10)\div10}$ = ___kg ___kg ___kg ___kg ___kg

## Hit Location Chart

| 3D6 | Location | Stun | Body | Norm | OCV | Rmult | Area | Armor |
|---|---|---|---|---|---|---|---|---|
| 3 | Head, Eyes | ×5 | ×3 | ×2 | -8 | ×4 | 0.01 | ____ |
| 4 | Head, Face | " | ×1½ | " | -7 | ×3½ | 0.06 | 0____ |
| 5 | Head, Gen. | " | ×2 | " | -6 | ×3 | 0.15 | 2____ |
| 6 | Hand: L. | ×1 | ×½ | ×½ | -8 | ×4 | 0.05 | ____ |
| | R. | " | " | " | " | " | 0.05 | ____ |
| 7-8 | Arm: L. | ×2 | ×½ | ×½ | -5 | ×2½ | 0.25 | ____ |
| | R. | " | " | " | " | " | 0.25 | ____ |
| 9 | Shoulders | ×3 | ×1 | ×1 | -5 | ×2½ | 0.25 | ____ |
| 10 | Chest, Gen. | ×3 | ×1 | ×1 | -3 | ×1½ | 0.4 | 0____ |
| 11 | Chest, Core | ×4 | ×1½ | ×1½ | -4 | ×2 | 0.4 | 0____ |
| 12 | Stomach | ×3 | ×1 | ×1½ | -5 | ×2½ | 0.25 | ____ |
| 13 | Vitals | ×4 | ×1 | ×1 | -6 | ×3 | 0.15 | ____ |
| 14 | Thigh: L. | ×2 | ×1 | ×1 | -4 | ×2 | 0.4 | ____ |
| | R. | " | " | " | " | " | 0.4 | ____ |
| 15-16 | Leg: L. | ×2 | ×½ | ×½ | -6 | ×3 | 0.3 | ____ |
| | R. | " | " | " | " | " | 0.3 | ____ |
| 17-18 | Foot: L. | ×1 | ×½ | ×½ | -8 | ×4 | 0.1 | ____ |
| | R. | " | " | " | " | " | 0.1 | ____ |

| | Head | High | Core | Body | Low | Leg |
|---|---|---|---|---|---|---|
| **OCV** | -4 | -2 | -2 | -1 | -2 | -4 |
| **Rmult** | ×2 | ×1½ | ×1½ | ×1¼ | ×1½ | ×2 |
| **Roll** | 1D6+3 | 2D6+1 | 1D6+7 | 2D6+4 | 2D6+7 | 1D6+12 |

Stun#:_____ Average Armor:_____

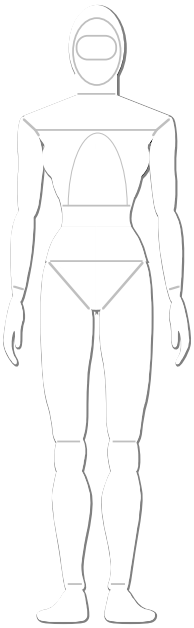
**PD**(Res.):_____/(Tot.):_____ **ED**(Res.):_____/(Tot.):_____

| Armor difference: | 0 | 1 | 2-3 | 4-7 | 8+ |
|---|---|---|---|---|---|
| Add this to highest AP: | +4 | +3 | +2 | +1 | +0 |

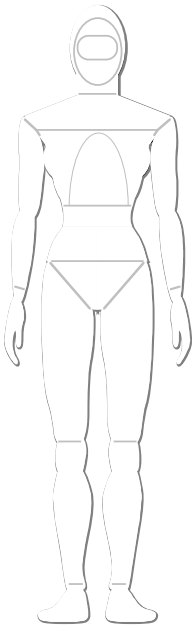
Height:_____ Race: _____
Weight:_____ Age: ____ DoB: _____ Sex: ____
Short description: _____

Equipment placement; **Set A**

Front

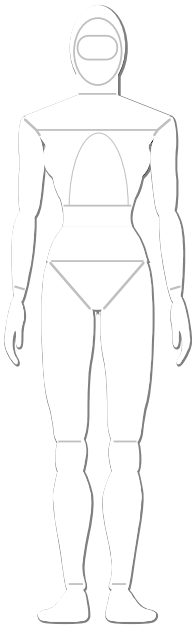
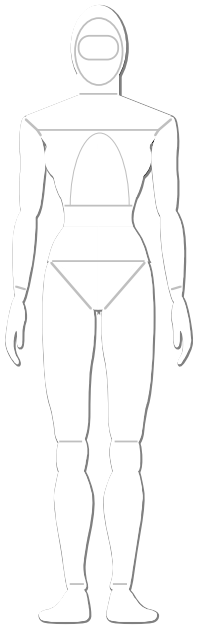


Rear



Equipment placement; **Set B**

Front



Rear