

Value	Characteristic	Cost	Base	Max	Points
___	STR.....	x1	10	20	___
___	DEX.....	x3	10	20	___
___	CON.....	x2	10	20	___
___	BODY.....	x2	10	20	___
___	INT.....	x1	10	20	___
___	EGO.....	x2	10	20	___
___	PRE.....	x1	10	20	___
___	COM.....	x1/2	10	20	___
___	PD (STR÷5).....	x1	8		___
___	ED (CON÷5).....	x1	8		___
___	SPEED 1+(DEX÷10).....	x10	4		___
___	REC (STR÷5)+(CON÷5).....	x2	12		___
___	END (CONx2).....	x1/2	40		___
___	STUN (BODY)+(STR+CON):2.....	x1	40		___
Characteristics Cost: ___					

# SUB HERO

Games (v3.2.11)

Modification Date: December, 2002

Name: \_\_\_\_\_  
Player: \_\_\_\_\_

Base OCV (DEX÷3): \_\_\_ Levels: \_\_\_\_\_

Base DCV (DEX÷3): \_\_\_ Levels: \_\_\_\_\_ ENC: \_\_\_

Weapon Type	OCV	Rmod	Damage	Pc	Spd	Strx	STR	END	Sight	Levels	NOTES

### Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+1	+0	stops one attack
Brace	0	+1	zero	x2 Range Mod (if stock)
Club Weapon	1/2	+0	+0	normal damage
Charge	1	+0	+0	move+horse STR attack
Covered	1/2	+2	+0	target held
Disarm	1/2	-3	-1	target disarmed
Dodge	1/2	zero	+3	vs. all attacks
Double Fire	1	-2	x1/2	shoot two targets
Flail	1/2	-1	+0	no shield bonus
Flying Tackle	1	-2	+3	STR attack+knockdown
Grab	1/2	-1	-2	grab, STR attack
Hold	1/2	-2	-2	both stopped
Killing Blow	1/2	-2	-2	(STR÷15)D6 killing
Lance Charge	1	+0	+0	lose lance +4
Pin	1/2	-2	-2	continuous Block
Retreat	1	zero	+0	get out of Pin
Ride By	1	-2	+0	+1DC if half move +2DC if full move
Set	1	+1	+0	x2 Range Mod
Shield Block	1/2	+5	+0	block attack
Snap Shot	1	-1	+0	shoot & duck, 1 seg.
Strike	1/2	var.	+0	by weapon type
Trip	1/2	-2	+0	target falls down
Unhorse	1/2	-2	+0	target unmounted
Use Bow / Sling	1/2	var.	1/2	must reload

Points	Skills	Roll
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___

Dexterity: \_\_\_\_\_ Speed: \_\_\_\_\_  
Phases: 1 2 3 4 5 6 7 8 9 10 11 12

Dmg. Ig.: \_\_\_\_\_  
**BODY:** \_\_\_\_\_ -  
  
**STUN:** \_\_\_\_\_ -  
  
**END:** \_\_\_\_\_ -  
  
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### More Maneuvers (bought)

Maneuver	Pts	Phase	OCV	DCV	Effects

PER Roll 9+(INT÷5)=	Move / Phase =
DEX Roll 9+(DEX÷5)=	Move, Total =
INT Roll 9+(INT÷5)=	Swim, Total =
EGO Roll 9+(EGO÷5)=	Jump: L=, H=
ECV Base: Total: _____	Other: _____

(\*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

ENC level: ± 0 -1 -2 -3 -4  
DCV100÷2(STR-10)÷5=DCV= \_\_\_ kg \_\_\_ kg \_\_\_ kg \_\_\_ kg \_\_\_ kg  
Skills: 3.125÷2(STR-10)÷10= \_\_\_ kg \_\_\_ kg \_\_\_ kg \_\_\_ kg \_\_\_ kg

### Hit Location Chart

3D6	Location	Stun	Body	Norm	OCV	Rmult	Area	Armor
3	Head, Eyes	x5	x3	x2	-8	x4	0.01	___
4	Head, Face	"	x1 1/2	"	-7	x3 1/2	0.06	0
5	Head, Gen.	"	x2	"	-6	x3	0.15	2
6	Hand: L.	x1	x1/2	x1/2	-8	x4	0.05	___
	R.	"	"	"	"	"	0.05	___
7-8	Arm: L.	x2	x1/2	x1/2	-5	x2 1/2	0.25	___
	R.	"	"	"	"	"	0.25	___
9	Shoulders	x3	x1	x1	-5	x2 1/2	0.25	___
10	Chest, Gen.	x3	x1	x1	-3	x1 1/2	0.4	0
11	Chest, Core	x4	x1 1/2	x1 1/2	-4	x2	0.4	0
12	Stomach	x3	x1	x1 1/2	-5	x2 1/2	0.25	___
13	Vitals	x4	x1	x1	-6	x3	0.15	___
14	Thigh: L.	x2	x1	x1	-4	x2	0.4	___
	R.	"	"	"	"	"	0.4	___
15-16	Leg: L.	x2	x1/2	x1/2	-6	x3	0.3	___
	R.	"	"	"	"	"	0.3	___
17-18	Foot: L.	x1	x1/2	x1/2	-8	x4	0.1	___
	R.	"	"	"	"	"	0.1	___
	Head	High	Core	Body	Low	Leg		
	-4	-2	-2	-1	-2	-4		
	Rmult	x2	x1 1/2	x1 1/2	x1 1/4	x1 1/2	x2	
	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: \_\_\_\_\_

Experience Gained	Disadvantages Total: _____	: Skills Cost	_____ + Characteristics Cost	_____ = Total Cost	
	Experience Spent: _____				
	Total Cost: _____				

