

Value	Characteristic	Cost	Base	Max	Points
___	STRx1	10	20	___	___
___	DEXx3	10	20	___	___
___	CONx2	10	20	___	___
___	BODYx2	10	20	___	___
___	INTx1	10	20	___	___
___	EGOx2	10	20	___	___
___	PREx1	10	20	___	___
___	COMx1/2	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 (v2.4.11)

Modification Date: June, 2001

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

More Maneuvers (bought)					
Maneuver	Pts	Phase	OCV	DCV	Effects

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

Disadvantages	Points

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

Points	Skills	Roll

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)=_____	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:_____

ENC level: ±0 -1 -2 -3 -4
DCV100÷2^{(STR-10)÷5}÷DCV=_____ kg _____ kg _____ kg _____ kg
Skills: 3.125÷2^{(STR-10)÷10}=_____ kg _____ kg _____ kg _____ kg

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

OCV	Head	High	Body	Low	Leg
	-4	-2	-1	-2	-4
Roll	1D6+3	2D6+1	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: _____

