Character Name _____ Group Affiliation _____

Alternate Identity _____ Identity ❑Secret ❑Public

Base of Operations _____ First Appearance _____

Power Level _____ Power Point Total _____ Size _____ Height _____

Gender _____ Age _____ Weight _____ Eyes _____ Hair _____

ABILITIES

	MODIFIER		TOTAL SCORE		BASE SCORE		ENHANCED SCORE
STRENGTH				=		+	
DEXTERITY				=		+	
CONSTITUTION				=		+	
INTELLIGENCE				=		+	
WISDOM				=		+	
CHARISMA				=		+	

SAVING THROWS

	TOTAL		BASE MODIFIER		ABILITY MODIFIER		MISC. MODIFIERS
TOUGHNESS		=		+	CON	+	
FORTITUDE		=		+	CON	+	
REFLEX		=		+	DEX	+	
WILL		=		+	WIS	+	

COMBAT

	TOTAL		DEFENSE BONUS		MISC. MODIFIER		SIZE MODIFIER		FLAT-FOOTED
DEFENSE		=		+		+			

	TOTAL		DEX MODIFIER		POWER MODIFIER		FEAT MODIFIER
INITIATIVE		=		+		+	

HERO POINTS _____

ATTACKS

ATTACK BONUS ____ RANGED ATTACK BONUS ____ MELEE ATTACK BONUS ____

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
	❑	❑
	❑	❑
INJURED	DISABLED	DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
❑	❑	❑

POWERS/DEVICES

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

FEATS

NAME	BENEFIT	NAME	BENEFIT

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CAMPAIGN INFORMATION

CAMPAIGN	GAMEMASTER	POWER POINTS
FELLOW HEROES		
SIDEKICKS OR MINIONS		ARCH ENEMY

EQUIPMENT

LIGHT LOAD ☐	MEDIUM LOAD ☐	HEAVY LOAD ☐
LIFT OVER HEAD ☐	LIFT OFF GROUND ☐	PUSH OR DRAG ☐

ORIGIN

DRAWBACKS & COMPLICATIONS

SKILLS

MAX RANKS ☐

	KEY ABILITY	SKILL BONUS		SKILL RANK		ABILITY MODIFIER		MISC. MODIFIER
ACROBATICS†	DEX	____	=	____	+	____	+	____
BLUFF	CHA	____	=	____	+	____	+	____
CLIMB	STR	____	=	____	+	____	+	____
COMPUTERS†	INT	____	=	____	+	____	+	____
CONCENTRATION	WIS	____	=	____	+	____	+	____
CRAFT†_____	INT	____	=	____	+	____	+	____
CRAFT†_____	INT	____	=	____	+	____	+	____
CRAFT†_____	INT	____	=	____	+	____	+	____
CRAFT†_____	INT	____	=	____	+	____	+	____
DIPLOMACY	CHA	____	=	____	+	____	+	____
DISABLE DEVICE†	INT	____	=	____	+	____	+	____
DISGUISE	CHA	____	=	____	+	____	+	____
DRIVE†	DEX	____	=	____	+	____	+	____
ESCAPE ARTIST	DEX	____	=	____	+	____	+	____
GATHER INFORMATION	CHA	____	=	____	+	____	+	____
HANDLE ANIMAL	CHA	____	=	____	+	____	+	____
INTIMIDATE	CHA	____	=	____	+	____	+	____
INVESTIGATE	INT	____	=	____	+	____	+	____
KNOWLEDGE†_____	INT	____	=	____	+	____	+	____
KNOWLEDGE†_____	INT	____	=	____	+	____	+	____
KNOWLEDGE†_____	INT	____	=	____	+	____	+	____
KNOWLEDGE†_____	INT	____	=	____	+	____	+	____
KNOWLEDGE†_____	INT	____	=	____	+	____	+	____
LANGUAGE†	–	____	=	____	+	____	+	____
MEDICINE	WIS	____	=	____	+	____	+	____
NOTICE	WIS	____	=	____	+	____	+	____
PERFORM†_____	CHA	____	=	____	+	____	+	____
PERFORM†_____	CHA	____	=	____	+	____	+	____
PILOT†	DEX	____	=	____	+	____	+	____
PROFESSION†	WIS	____	=	____	+	____	+	____
RIDE†	DEX	____	=	____	+	____	+	____
SEARCH	INT	____	=	____	+	____	+	____
SENSE MOTIVE	WIS	____	=	____	+	____	+	____
SLEIGHT OF HAND†	DEX	____	=	____	+	____	+	____
STEALTH	DEX	____	=	____	+	____	+	____
SURVIVAL	WIS	____	=	____	+	____	+	____
SWIM	STR	____	=	____	+	____	+	____

† TRAINED ONLY

CHARACTER SKETCH

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