

## CHARACTER

CHARACTER NAME			
ALTERNATE IDENTITY		SECRET	PUBLIC
ALIASES			
BASE OF OPERATIONS		GROUP AFFILIATION	
POWER LEVEL		FIRST APPEARANCE	
STARTING POWER POINTS	EARNED POWER POINTS	UNSPENT POWER POINTS	TOTAL POWER POINTS
HEIGHT	WEIGHT	HAIR COLOR	EYE COLOR
ETHNICITY		GENDER	
NATIONALITY			
PLACE OF BIRTH		BIRTHDATE	AGE

## BACKGROUND

MOTHER	FATHER
SIBLINGS	

[illegible]

## PERSONALITY AND APPERANCE

[illegible]

## TEAM

TEAM NAME
TEAM ROLE
DATE JOINED

## HEADQUARTERS

LOCATION
POWER LEVEL
FEATURES

## TEAMMATES

TEAMMATE
TEAM ROLE
NOTES

TEAMMATE
TEAM ROLE
NOTES

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TEAM ROLE
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TEAMMATE
TEAM ROLE
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TEAMMATE
TEAM ROLE
NOTES

## CHARACTER SKETCH

Date	Time	Location	Description
1/1/2020	08:00	Home	Morning routine, breakfast, and checking emails.
1/1/2020	09:00	Gym	Cardio workout and strength training.
1/1/2020	10:00	Office	Meeting with team and reviewing project progress.
1/1/2020	11:00	Lunch	Eating lunch and talking to colleagues.
1/1/2020	12:00	Office	Continuing work on project and responding to messages.
1/1/2020	13:00	Gym	Yoga session and stretching.
1/1/2020	14:00	Home	Cooking dinner and relaxing.
1/1/2020	15:00	Office	Reviewing documents and preparing for tomorrow.
1/1/2020	16:00	Home	Watching TV and reading a book.
1/1/2020	17:00	Gym	Swimming and water aerobics.
1/1/2020	18:00	Home	Dinner and family time.
1/1/2020	19:00	Office	Wrapping up work and sending out reports.
1/1/2020	20:00	Home	Preparing for bed and checking messages.
1/1/2020	21:00	Gym	Pilates and core workout.
1/1/2020	22:00	Home	Reading and listening to music.
1/1/2020	23:00	Home	Going to bed and sleeping.
1/1/2020	00:00	Home	Waking up and starting the day.
1/1/2020	01:00	Gym	Morning workout and stretching.
1/1/2020	02:00	Home	Cooking breakfast and getting ready.
1/1/2020	03:00	Office	Starting work and checking emails.
1/1/2020	04:00	Gym	Cardio and strength training.
1/1/2020	05:00	Home	Eating breakfast and talking to family.
1/1/2020	06:00	Office	Meeting with team and reviewing project.
1/1/2020	07:00	Lunch	Eating lunch and talking to colleagues.
1/1/2020	08:00	Office	Continuing work on project and responding to messages.
1/1/2020	09:00	Gym	Yoga session and stretching.
1/1/2020	10:00	Home	Cooking dinner and relaxing.
1/1/2020	11:00	Office	Reviewing documents and preparing for tomorrow.
1/1/2020	12:00	Home	Watching TV and reading a book.
1/1/2020	13:00	Gym	Swimming and water aerobics.
1/1/2020	14:00	Home	Dinner and family time.
1/1/2020	15:00	Office	Wrapping up work and sending out reports.
1/1/2020			

ABILITIES

STRENGTH  
DEXTERITY  
CONSTITUTION  
INTELLIGENCE  
WISDOM  
CHARISMA

MODIFIER	TOTAL SCORE	BASE SCORE	ENHANCED SCORE
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SAVING THROWS

TOUGHNESS  
FORTITUDE  
REFLEX  
WILL

TOTAL	BASE MODIFIER	ABILITY MODIFIER	MISC. MODIFIERS
<div></div>	<div></div>	<div>CON</div>	<div></div>
<div></div>	<div></div>	<div>CON</div>	<div></div>
<div></div>	<div></div>	<div>DEX</div>	<div></div>
<div></div>	<div></div>	<div>WIS</div>	<div></div>

COMBAT

DEFENSE

TOTAL	DEFENSE BONUS	DODGE BONUS	SIZE MODIFIER	FLAT-FOOTED
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INITIATIVE

TOTAL	DEX MODIFIER	POWER MODIFIER	FEAT MODIFIER
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ATTACK  
BONUS

RANGED  
ATTACK BONUS

MELEE  
ATTACK BONUS

GRAPPLE  
BONUS

KNOCKBACK  
MODIFIER

ATTACK NAME	ATTACK BONUS	SAVE DC
EFFECT/NOTES		
ATTACK NAME	ATTACK BONUS	SAVE DC
EFFECT/NOTES		
ATTACK NAME	ATTACK BONUS	SAVE DC
EFFECT/NOTES		
ATTACK NAME	ATTACK BONUS	SAVE DC
EFFECT/NOTES		

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
INJURED	DISABLED	DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
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SKILLS

MAX RANKS

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

† TRAINED ONLY

HERO POINTS

CURRENT HERO POINTS	TOTAL HERO POINTS
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- YOU CAN SPEND A HERO POINT TO:
- **Improve Roll:** You can re-roll any die roll and take the better of the two rolls, adding 10 to the second roll if it is 10 or less.
  - **Heroic Feat:** Perform a feat your character doesn't already have.
  - **Dodge:** Double your character's dodge bonus for one round.
  - **Instant Counter:** Attempt to counter a power used against your character as a reaction.
  - **Cancel Fatigue:** Reduce the amount of fatigue your character suffers from an action by one level.
  - **Recover:** Make an immediate recovery check for your character.
  - **Escape Death:** Immediately stabilize a dying character.
  - **Inspiration:** Get a clue or hint from the Gamemaster.

## 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

NAME	RANK	ACTION	RANGE	DURATION

## EQUIPMENT

## WEALTH BONUS

11

[illegible]

## FEATS

[illegible]

## DRAWBACKS

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

## ADVANCEMENT PLAN

[illegible]