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| Character Name | | | | | | | | Group Affiliation | | | |
|  | | | | | | | | Secret ID Public ID | | | |
| Alternate Identity | | | | | | | | (circle one) | | | |
|  | | | | | | | | Flashpoint #1 | | | |
| Base of Operations | | | | | | | | First Appearance | | | |
|  | | |  | | | | |  | |  | |
| Power lvl | | | Power Pt Total | | | | | Size | | Height | |
|  | |  | | |  | | |  | |  | |
| Gender | | Age | | | Weight | | | Eyes | | Hair | |
| Abilities | | MOD | | | | | Total Score = | | | Base Score + | | | | Enhanced Score | | Powers/Devices | | | | | | | | | | | |
| Name | | | | Rank | | | Action | | Range | | Duration |
| STR | |  | | | | |  | | |  | | | |  | |  | | | | | | | | | | | |
| DEX | |  | | | | |  | | |  | | | |  | |
| CON | |  | | | | |  | | |  | | | |  | |
| INT | |  | | | | |  | | |  | | | |  | | Name | | | | Rank | | | Action | | Range | | Duration |
| WIS | |  | | | | |  | | |  | | | |  | |  | | | | | | | | | | | |
| CHA | |  | | | | |  | | |  | | | |  | |
| Saving Throws | | TOTAL = | | | | | Base Mod + | | | Ability Mod + | | | | Misc. Mod | |
| Name | | | | Rank | | | Action | | Range | | Duration |
| Toughness | |  | | | | |  | | |  | | | |  | |  | | | | | | | | | | | |
| Fortitude | |  | | | | |  | | |  | | | |  | |
| Reflex | |  | | | | |  | | |  | | | |  | |
| Will | |  | | | | |  | | |  | | | |  | | Name | | | | Rank | | | Action | | Range | | Duration |
| Combat | | Total= | | | Def Bonus | | | +Misc. Mod | | | +Size Mod | | | | Flat Footed |  | | | | | | | | | | | |
| Defense | |  | | |  | | |  | | |  | | | |  |
| Initiative | Total | | | | | DEX Mod+ | | | Power Mod+ | | | | Feat Mod | | | Name | | | | Rank | | | Action | | Range | | Duration |
|  | | | | | | | | | | | |
|  | | | | |  | | |  | | | |  | | |
| Att Bonus | | | | Ranged Att Bonus | | | | | | | Melee Attack Bonus | | | | |
|  | | | |  | | | | | | |  | | | | | Name | | | | Rank | | | Action | | Range | | Duration |
| Damage Conditions | | | | | | | | | | | | | | | |  | | | | | | | | | | | |
| Bruised | | | Staggered | | | | | | | | Unconscious | | | | |
|  | | | ❑ | | | | | | | | ❑ | | | | |
|  | | | ❑ | | | | | | | | ❑ | | | | | Name | | | | Rank | | | Action | | Range | | Duration |
| Injured | | | Disabled | | | | | | | | Dying | | | | |  | | | | | | | | | | | |
| Fatigue Conditions | | | | | | | | | | | | | | | |
| Fatigued | | | Exhausted | | | | | | | | | Unconscious | | | |
| ❑ | | | ❑ | | | | | | | | | ❑ | | | | Name | | | | Rank | | | Action | | Range | | Duration |
| Notes: | | | | | | | | | | | | | | | |  | | | | | | | | | | | |
| Feats | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | | | | | Benefit | | | | | | | | | | | | Name | | | | | Benefit | | | | | |
|  | | | | |  | | | | | | | | | | | |  | | | | |  | | | | | |
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|  | | | | |  | | | | | | | | | | | | Drawback: | | | | | | | | | | |

Power Points Spent: Abilities ()+ Saves () + Att () + Def () + Skills () + Feats () + Powers = Total ( )

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Campaign Information** | | | | | **Skills** | | | | | |
| **Campaign:** |  | | | | **Skill** | **Ability** | **Skill Bonus =** | **Skill Rank +** | **Ability Mod +** | **Misc Mod** |
| **GM:** | Alan | | Power Points | 15 (17) | Acrobatics | DEX |  |  |  |  |
| **Fellow Heroes:** |  | | | | Bluff | CHA |  |  |  |  |
| Climb | STR |  |  |  |  |
| **Sidekick/Minion** | |  | | | Computers | INT |  |  |  |  |
| **Arch Enemy** |  | | | | Concentration | WIS |  |  |  |  |
| **Equipment** | | | | | 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 |  |  |  |  |
|  | | | | | Know: | INT |  |  |  |  |
| **Origin** | | | | | Know: | INT |  |  |  |  |
|  | | | | | Know: | INT |  |  |  |  |
| Know: | INT |  |  |  |  |
| Know: | INT |  |  |  |  |
| Language: | - |  |  |  |  |
| Language: | - |  |  |  |  |
| Medicine | WIS |  |  |  |  |
| Notice | WIS |  |  |  |  |
| Perform: | CHA |  |  |  |  |
| Perform: | CHA |  |  |  |  |
| Pilot | DEX |  |  |  |  |
| Profession: | WIS |  |  |  |  |
| **Drawbacks & Complications** | | | | | Profession: | WIS |  |  |  |  |
|  | | | | | Ride | DEX |  |  |  |  |
|  | | | | | Search | INT |  |  |  |  |
|  | | | | | Sense Motive | WIS |  |  |  |  |
|  | | | | | Sleight of Hand | DEX |  |  |  |  |
| **Light:** |  | | **Lift over head:** |  | Stealth | DEX |  |  |  |  |
| **Medium:** |  | | **Lift off ground:** |  | Survival | WIS |  |  |  |  |
| **Heavy:** |  | | **Push/Drag:** |  | Swim | STR |  |  |  |  |
|  |  | |  |  |  |  |  |  |  |  |