|  |  |  |
| --- | --- | --- |
|  |  |  |
| 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 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  | 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 |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |