



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	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
INTELLIGENCE	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
WISDOM	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
CHARISMA	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>

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

SAVING THROWS

	TOTAL	=	BASE MODIFIER	+	ABILITY MODIFIER	+	MISC. MODIFIERS
TOUGHNESS	<input type="text"/>	=	<input type="text"/>	+	<input type="text" value="CON"/>	+	<input type="text"/>
FORTITUDE	<input type="text"/>	=	<input type="text"/>	+	<input type="text" value="CON"/>	+	<input type="text"/>
REFLEX	<input type="text"/>	=	<input type="text"/>	+	<input type="text" value="DEX"/>	+	<input type="text"/>
WILL	<input type="text"/>	=	<input type="text"/>	+	<input type="text" value="WIS"/>	+	<input type="text"/>

COMBAT

DEFENSE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
			DEFENSE BONUS		MISC. MODIFIER		SIZE MODIFIER	FLAT-FOOTED

INITIATIVE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
			TOTAL		DEX MODIFIER		POWER MODIFIER + FEAT MODIFIER

HERO POINTS

ATTACKS

ATTACK RANGED MELEE
BONUS ATTACK BONUS ATTACK BONUS

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURED	DISABLED	DYING
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FEATS

NAME	BENEFIT	NAME	BENEFIT

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
