

**CHARACTER NAME:**

HTH DAMAGE:

INITIATIVE:

HIT POINTS:

POWER:

IDENTITY: _____

SIDE: _____ **AGE:** _____

LEVEL: _____ **EXP:** _____

TRAINING: _____

CARRYING CAPACITY: _____

HIT MOD.:

STR: _____

END: _____

AGL: _____

INT: _____

CHA: _____ = _____

WEIGHT: _____

BASIC HITS: _____

AGILITY MOD.: _____

HEAL: _____

DET HIDDEN: _____

DET DANGER: _____

CHA BONUS: _____

REACTION FROM: **GOOD:** _____ **EVIL:** _____

MOVEMENT: _____

INVENTING POINTS: _____

SECURITY CLEARANCE:

INVENTING: _____

POWERS: _____

To Hit:

Damage:

To Hit:

Damage:

To Hit:

Damage:

To Hit:

Damage:

To Hit:

Damage:

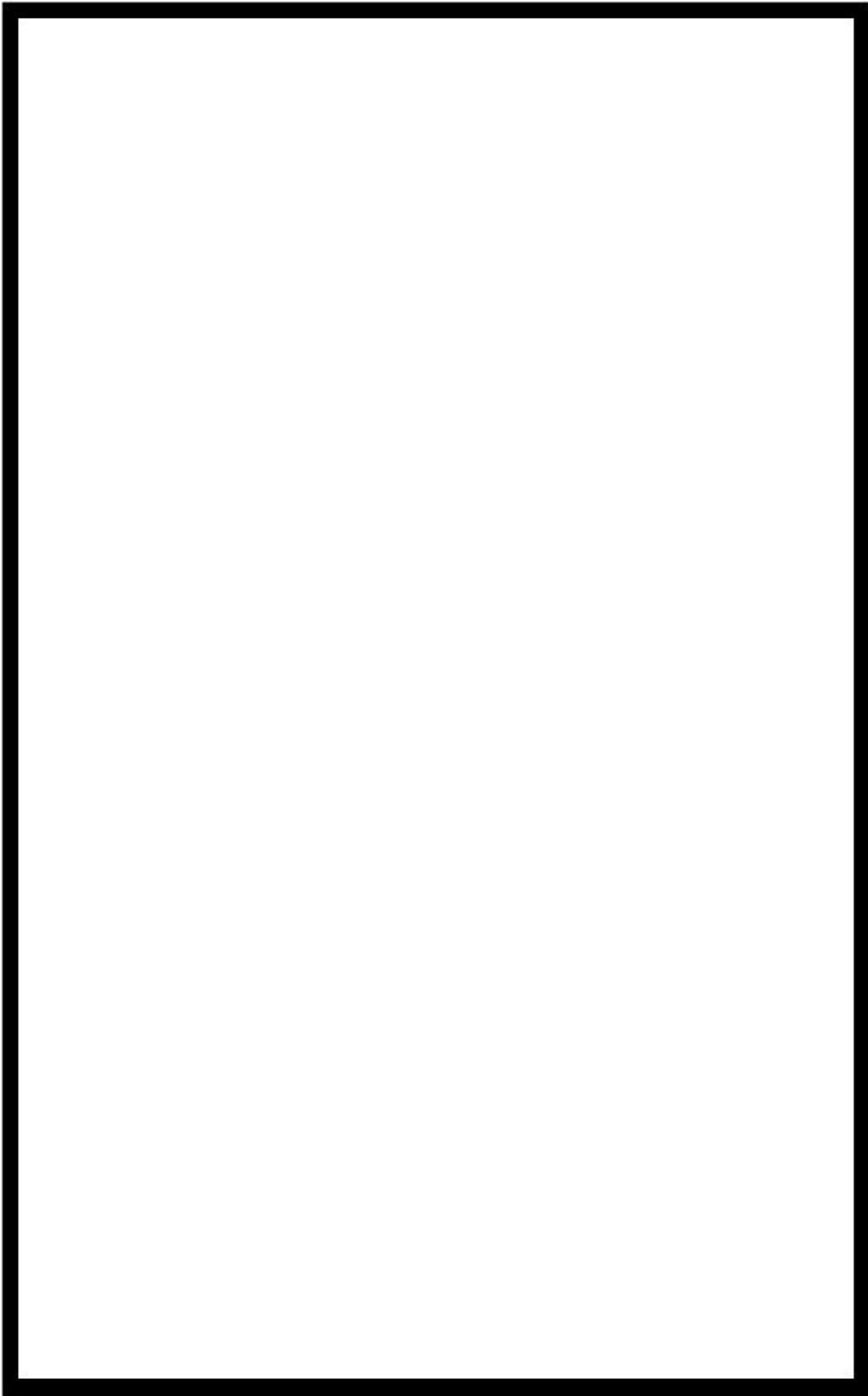
ORIGIN AND BACKGROUND: _____

LEGAL STATUS: _____

KNOWLEDGE AREAS: _____

TRAINING BONUSES: _____

NOTES: _____



CHARACTER PORTRAIT

CASH:
\$