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CHARACTER NAME:

HTH DAMAGE:

INITIATIVE:

HIT POINTS:	POWER:

IDENTITY: _____

SIDE: _____ **AGE:** _____

LEVEL: _____ **EXP:** _____

TRAINING: _____

CARRYING CAPACITY: _____

ACCURACY / _____:

	HIT MOD.:	
STR:	_____	_____
END:	_____	_____
AGL:	_____	_____
INT:	_____	_____
CHA:	_____	= _____

WEIGHT: _____

BASIC HITS: _____

AGILITY MOD.: _____

HEAL: _____

DET HIDDEN: _____

DET DANGER: _____

CHA BONUS: _____

ACCURACY / _____:

REACTION FROM: GOOD: _____ EVIL: _____

MOVEMENT: _____

INVENTING POINTS: _____

SECURITY CLEARANCE:

INVENTING: _____

ACCURACY / _____:

POWERS:

DAMAGE / _____:	

DAMAGE / _____:	

POWERS (Cont'd): _____

CHARACTER PORTRAIT

ORIGIN AND BACKGROUND: _____

LEGAL STATUS: _____

KNOWLEDGE AREAS: _____

TRAINING BONUSES: _____

NOTES: _____

CASH:

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