NAME

PL

PP

COMPLICATIONS

HERO POINTS

ABILITIES

	TOTAL	Base	Enhanced
STRENGTH			
STAMINA			
AGILITY			
DEXTERITY			
FIGHTING			
INTELLECT			
AWARENESS			
PRESENCE			

SKILLS

Conditional Modifiers

	TOTAL	Rank	Ability	Other		TOTAL	Rank	Ability	Other
Acrobatics					Intimidation				
Athletics					Investigation				
Close combat					Perception				
_ _ _ _					Persuasion				
_ _ _ _					Ranged Combat				
Deception									
Expertise					_ _ _ _				
_ _ _ _					_ _ _ _				
_ _ _ _					Sleight of Hand				
_ _ _ _					Stealth				
_ _ _ _					Technology				
_ _ _ _					Treatment				
Insight					Vehicles				

OFFENSE

INITIATIVE

TOTAL	Ability	Others

CLOSE COMBAT

TOTAL	Ability	Others

Conditional Modifiers

RANGED COMBAT

TOTAL	Ability	Others

Conditional Modifiers

DEFENSE

Conditional Modifiers

	TOTAL	Rank	Ability	Other
DODGE				
PARRY				
TOUGHNESS				
FORTITUDE				
WILL				

ATTACK	Attack Bonus	DC	Effects
ATTACK	Attack Bonus	DC	Effects
ATTACK	Attack Bonus	DC	Effects
ATTACK	Attack Bonus	DC	Effects
ATTACK	Attack Bonus	DC	Effects
ATTACK	Attack Bonus	DC	Effects
ATTACK	Attack Bonus	DC	Effects

ADVANTAGES

Column 1

Advantage	Normal	Enhanced
Accurate Attack	☐	☐
Agile Feint	☐	☐
All-out Attack	☐	☐
Animal Empathy	☐	☐
Artificer	☐	☐
Assessment	☐	☐
Attractive	☐	☐
Beginner's Luck	☐	☐
Benefit		
_____	☐	☐
_____	☐	☐
_____	☐	☐
Chokehold	☐	☐
Close Attack	☐	☐
Connected	☐	☐
Contacts	☐	☐
Daze		
_____	☐	☐
_____	☐	☐
Defensive Attack	☐	☐
Defensive Roll	☐	☐
Diehard	☐	☐
Eidetic Memory	☐	☐
Equipment	☐	☐
Evasion	☐	☐
Extraordinary Effort	☐	☐
Fascinate	☐	☐
_____	☐	☐
_____	☐	☐

Column 2

Advantage	Normal	Enhanced
Fast Grab	☐	☐
Favored Environement	☐	☐
_____		
Favored Foe	☐	☐
_____		
Fearless	☐	☐
Grabbing Finesse	☐	☐
Improved Aim	☐	☐
Improved Critical		
Improved Defense	☐	☐
Improved Disarm	☐	☐
Improved Grab	☐	☐
Improved Initiative	☐	☐
Improved Hold	☐	☐
Improved Smash	☐	☐
Improved Trip	☐	☐
Improvised Tools	☐	☐
Improvised Weapons	☐	☐
Inspire	☐	☐
Instant Up	☐	☐
Interpose	☐	☐
Inventor	☐	☐
Jack-of-All-Trades	☐	☐
Languages	☐	☐
_____		
Leadership	☐	☐

Column 3

Advantage	Normal	Enhanced
Luck	☐	☐
Minion	☐	☐
Move-by Action	☐	☐
Power Attack	☐	☐
Precise Attack		
- Close Cover	☐	☐
- Ranged Cover	☐	☐
- Close Concealment	☐	☐
- Ranged Concealment	☐	☐
Prone Fighting	☐	☐
Quick Draw	☐	☐
Ranged Attack	☐	☐
Redirect	☐	☐
Ritualist	☐	☐
Second Chance		
_____	☐	☐
_____	☐	☐
Seize Initiative	☐	☐
Set-Up	☐	☐
Sidekick	☐	☐
Skill Mastery		
_____	☐	☐
_____	☐	☐
Startle	☐	☐
Takedown	☐	☐
Taunt	☐	☐
Teamwork	☐	☐
Throwing Mastery	☐	☐

Column 4

Advantage	Normal	Enhanced
Tracking	☐	☐
Trance	☐	☐
Ultimate Effort		
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
Uncanny Dodge	☐	☐
Weapon Bind	☐	☐
Weapon Break	☐	☐
Well-Informed	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐

POWERS

DEVICES

EQUIPMENT

PP COST