



CHARACTER RECORD SHEET

Character Name _____ Group Affiliation _____
 Alternate Identity _____ Identity Secret Public
 Base of Operations _____ First Appearance _____
 Power Level/Max Power Rank _____ Size _____ Height _____
 Sex _____ Age _____ Weight _____ Eyes _____ Hair _____

GAME STATISTICS

	SCORE	TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	TEMPORARY SCORE
STR STRENGTH	<input type="text"/>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>

SAVES

	TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	TEMPORARY SCORE
DAMAGE CONSTITUTION	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
FORTITUDE CONSTITUTION	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
WILL WISDOM	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>

DEFENSE
 TOTAL = + (DEX MODIFIER) + (SIZE MODIFIER) + (POWER MODIFIER) + (BASE) = (FLAT-FOOTED)

INITIATIVE
 TOTAL = + (DEX MODIFIER) + (POWER MODIFIER) + (MISC MODIFIER)

HERO POINTS **SPEED**

ATTACKS

BASE ATTACK BONUS

MELEE BONUS
 TOTAL = (BASE BONUS) + (STR MODIFIER) + (POWER MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

RANGED BONUS
 TOTAL = (BASE BONUS) + (DEX MODIFIER) + (POWER MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

DAMAGE CONDITIONS

- INDICATES A STUN HIT. STUN HITS IMPOSE A CUMULATIVE -1 MODIFIER TO ALL FURTHER STUN DAMAGE SAVES.

 INDICATES A LETHAL HIT. LETHAL HITS IMPOSE A CUMULATIVE -1 MODIFIER TO ALL FURTHER LETHAL AND STUN DAMAGE SAVES.

 STUNNED DISABLED UNCONSCIOUS DYING DEAD

FEATS & SUPER-FEATS

SUPER-POWERS

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

DEVICES

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

NAME		RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
ACTION	<input type="checkbox"/> NONE <input type="checkbox"/> REACTION <input type="checkbox"/> FREE		<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL <input type="checkbox"/> TOUCH <input type="checkbox"/> NORMAL		<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL		
DURATION	<input type="checkbox"/> INSTANT <input type="checkbox"/> CONCENTRATION <input type="checkbox"/> SUSTAINED <input type="checkbox"/> CONTINUOUS <input type="checkbox"/> PERMANENT					
POWER STUNTS, EXTRAS, & FLAWS						
SPECIAL EFFECT						

CAMPAIGN INFORMATION

CAMPAIGN	GAMEMASTER	POWER POINTS
FELLOW HEROES		
SIDEKICKS OR MINIONS		ARCH ENEMY

GEAR

LIGHT LOAD
 MEDIUM LOAD
 HEAVY LOAD
LIFT OVER HEAD
LIFT OFF GROUND
PUSH OR DRAG
EQUALS MAX LOAD 2 × MAX LOAD 5 × MAX LOAD

ORIGIN

WEAKNESSES

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS MODIFIER	MISC MODIFIER
ACROBATICS	DEX	_____	=	_____	+ _____
BALANCE	DEX	_____	=	_____	+ _____
BLUFF	CHA	_____	=	_____	+ _____
CLIMB	STR	_____	=	_____	+ _____
COMPUTERS	INT	_____	=	_____	+ _____
CONCENTRATION	WIS	_____	=	_____	+ _____
CRAFT _____	INT	_____	=	_____	+ _____
DEMOLITIONS	INT	_____	=	_____	+ _____
DIPLOMACY	CHA	_____	=	_____	+ _____
DISABLE DEVICE	INT	_____	=	_____	+ _____
DISGUISE	CHA	_____	=	_____	+ _____
DRIVE	DEX	_____	=	_____	+ _____
ESCAPE ARTIST	DEX	_____	=	_____	+ _____
FORGERY	INT	_____	=	_____	+ _____
GATHER INFORMATION	CHA	_____	=	_____	+ _____
HANDLE ANIMAL	CHA	_____	=	_____	+ _____
HIDE	DEX	_____	=	_____	+ _____
INNUENDO	CHA	_____	=	_____	+ _____
INTIMIDATE	CHA	_____	=	_____	+ _____
JUMP	STR	_____	=	_____	+ _____
KNOWLEDGE _____	INT	_____	=	_____	+ _____
KNOWLEDGE _____	INT	_____	=	_____	+ _____
KNOWLEDGE _____	INT	_____	=	_____	+ _____
KNOWLEDGE _____	INT	_____	=	_____	+ _____
KNOWLEDGE _____	INT	_____	=	_____	+ _____
LANGUAGE	-	_____	=	_____	+ _____
LISTEN	WIS	_____	=	_____	+ _____
MEDICINE	WIS	_____	=	_____	+ _____
MOVE SILENTLY	DEX	_____	=	_____	+ _____
OPEN LOCK	DEX	_____	=	_____	+ _____
PERFORM	CHA	_____	=	_____	+ _____
PILOT	DEX	_____	=	_____	+ _____
PROFESSION _____	WIS	_____	=	_____	+ _____
READ LIPS	INT	_____	=	_____	+ _____
REPAIR	INT	_____	=	_____	+ _____
RIDE	DEX	_____	=	_____	+ _____
SCIENCE _____	INT	_____	=	_____	+ _____
SEARCH	INT	_____	=	_____	+ _____
SENSE MOTIVE	WIS	_____	=	_____	+ _____
SLEIGHT OF HAND	DEX	_____	=	_____	+ _____
SPOT	WIS	_____	=	_____	+ _____
SURVIVAL	WIS	_____	=	_____	+ _____
SWIM	STR	_____	=	_____	+ _____
TAUNT	CHA	_____	=	_____	+ _____

SKILLS IN BOLD ARE TRAINED ONLY

CHARACTER SKETCH
