|  |  |  |  |
| --- | --- | --- | --- |
| Code Name |  | True Name |  |
| DOB |  | Sex |  |
| Picture |  |
| GP Spent |  | GP Unspent |  |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Ability | L | Target | Range | Duration | Other | S | GP |
| Running | Movement (Solid) -Ground | 1 | Direct | Personal | Instant |  | N | 0 |
| Normal Senses | Detect – Vision | 1 | Direct | Personal | Always On |  | N | 0 |
| Punch/Kick | Damaging Attack (Solid) | 1 | Direct | Touch | Instant | Melee | N | 0 |
| Grapple | Grab Attack (Solid) | 1 | Direct | Touch | Instant | Melee | N | 0 |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |

S = Source (A Alien, N Conventional, C Cosmic, M Magical, X Mutant, T Technological)

|  |
| --- |
| Advantages and Disadvantages |
|  |
|  |

|  |
| --- |
| Background |
|  |
| Relationships |  |
| Adversaries |  |
| Allies |  |
| Rival |  |
| Objective |  |