

Identity:

Side:

Age:

Experience:

Powers:

Level:

Sex:

Training:

Occupation:

Clearance:

Weight:

Strength:

Endurance:

Charisma:

Hit Mods: ()x()x()x()x()=

Healing:

Inventing:

Carrying:

Damage Mod:

Basic Hits:

Agility Mod:

Intelligence:

Agility:

Will:

Hits:

Power:

Movement:

HTH:

Accuracy:

Det. Hidden:

Height:

Knowledge Areas:

Det. Danger:

Wealth: