

Identity:

Side:

Age:

Experience:

Powers:

Level:

Sex:

Training:

Occupation:

Clearance:

Weight:

Basic Hits:

Humanity:

Strength:

Intelligence:

Endurance:

Agility:

Charisma:

Will:

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

Hits:

Healing:

Power:

Inventing:

Movement:

Carrying:

HTH:

Damage Mod:

Accuracy:

Det. Hidden:

Det. Danger:

Height:

Wealth:

Knowledge Areas: