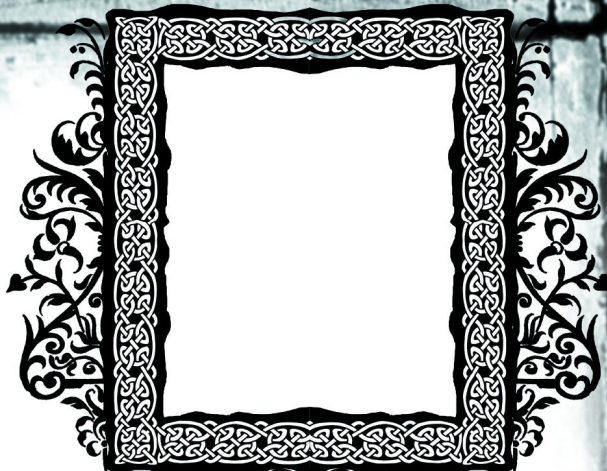


CHARACTER NAME _____

CHARACTER TYPE _____

DESCRIPTION _____



STRENGTH	_____	INTELLIGENCE	_____
DEXTERITY	_____	PERCEPTION	_____
CONSTITUTION	_____	WILLPOWER	_____

ACROBATICS	_____	KNOWLEDGE	_____
ART	_____	KUNG FU	_____
COMPUTERS	_____	LANGUAGES	_____
CRIME	_____	MR. FIX-IT	_____
DOCTOR	_____	NOTICE	_____
DRIVING	_____	OCCULTISM	_____
GETTING MEDIEVAL	_____	SCIENCE	_____
GUN FU	_____	SPORTS	_____
INFLUENCE	_____	WILD CARD	_____

INITIATIVE (DIO + DEX) _____

PERCEPTION (DIO + PER + NOTICE) _____

MANEUVER	BASE BONUS DAMAGE	NOTES
1. <i>Charge</i>	+2	
2. <i>Double</i>	+2	
3. <i>Flanking</i>	+2	
4. <i>Grapple</i>	+2	
5. <i>Hammer</i>	+2	
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100. <i>Hammer</i>	+2	

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.[illegible]

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	



PERSONALITY _____

STRENGTH _____

WEAKNESSES _____

ROMANTIC INTERESTS _____

ROLE WITHIN THE GROUP _____

SHORT TERM GOALS _____

LONG TERM GOALS _____

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[illegible]

Type	Base Cap. Damage	Range/Notes
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[illegible]