

ALL-NEW  
**MARVEL**  
Roleplaying Game

\_\_\_\_\_  
CHARACTER NAME

LEVEL	ORIGIN	PLAYER NAME	ALTER EGO
IDENTITY	PUBLIC IMAGE	POPULARITY	SKILL POINTS

\_\_\_\_\_  
HEROISM

DEFENSE      SPEED      AGILITY

MAXIMUM HP \_\_\_\_\_  
CURRENT HP \_\_\_\_\_

MAXIMUM PP \_\_\_\_\_  
CURRENT PP \_\_\_\_\_

**PHYSICAL**

1.	ACROBATICS	---
2.	ATHLETICS	---
3.	ACCURACY	---
4.	AERIAL PILOTING	---
5.	BIKE PILOTING	---
6.	HEAVY EQUIPMENT PILOTING	---
7.	LOCKPICKING	---
8.	MELEE WEAPONS	---
9.	MOTOR VEHICLE PILOTING	---
10.	PICKPOCKET	---
11.	RANGED WEAPONS	---
12.	STEALTH	---
13.	THROW	---
14.	UNDERWATER	---
15.	WATER PILOTING	---

**MENTAL**

1.	ANIMAL HANDLING	---
2.	ARCANA	---
3.	DECEPTION	---
4.	ESPIONAGE	---
5.	ETIQUETTE	---
6.	EXPLOSIVES	---
7.	FIRST AID	---
8.	FIREARMS	---
9.	ELECTRONICS KNOWLEDGE	---
10.	HISTORY KNOWLEDGE	---
11.	INTIMIDATION	---
12.	INTUITION	---
13.	INVESTIGATION	---
14.	MARKSMAN	---
15.	MECHANIC	---
16.	MEDICINE	---
17.	NATURAL SCIENCES KNOWLEDGE	---
18.	PERSUASION	---
19.	RELIGION	---
20.	SOFTWARE KNOWLEDGE	---
21.	SURVIVALIST	---
22.	TRACKING	---

**SPECIAL**

1.	WILLPOWER	---
2.	BODY STRETCHING	---
3.	ENVIRONMENTAL AWARENESS	---
4.	FLIGHT	---
5.	MAGIC	---
6.	TELEPATHY	---
7.	CHI CONTROL	---
8.	TELEKINESIS	---
9.	RADIATION	---
10.	MAGNETISM	---
11.	PYROKINESIS	---
12.	ELECTROKINESIS	---
13.	THERMOKINESIS	---
14.	AEROKINESIS	---
15.	HYDROKINESIS	---
16.	CRYOKINESIS	---
17.	GRAVITOKINESIS	---
18.	POWER COSMIC	---
19.	SPIRITUAL AFFINITY	---
20.	WEATHER CONTROL	---
21.	WALL CRAWLING	---

SKILLS

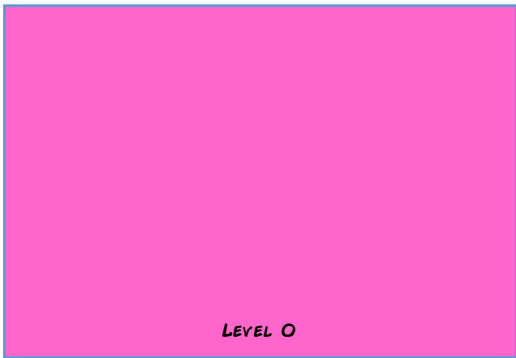
LANGUAGES

MONEY AND EQUIPMENT

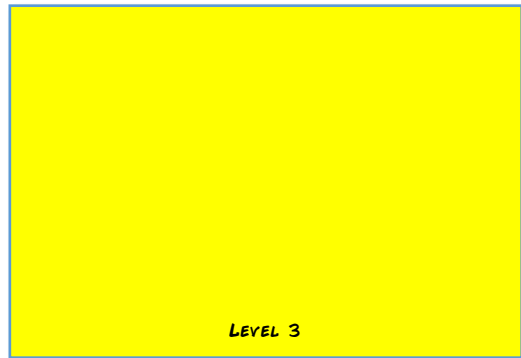
SPECIAL TRAITS AND CUSTOM ACTIONS

SUCCESSES ○○○○  
FAILURES ○○○○  
DEATH SAYS

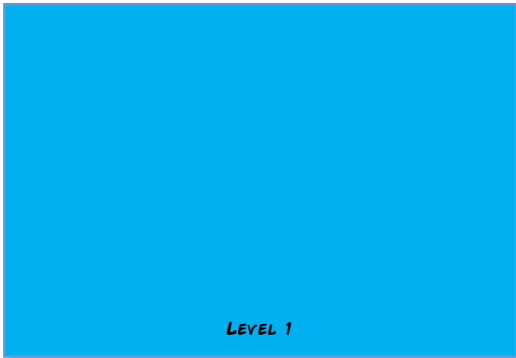
TEMPORARY HP \_\_\_\_\_



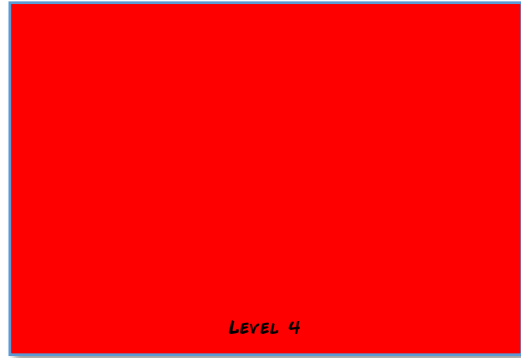
LEVEL 0



LEVEL 3



LEVEL 1



LEVEL 4

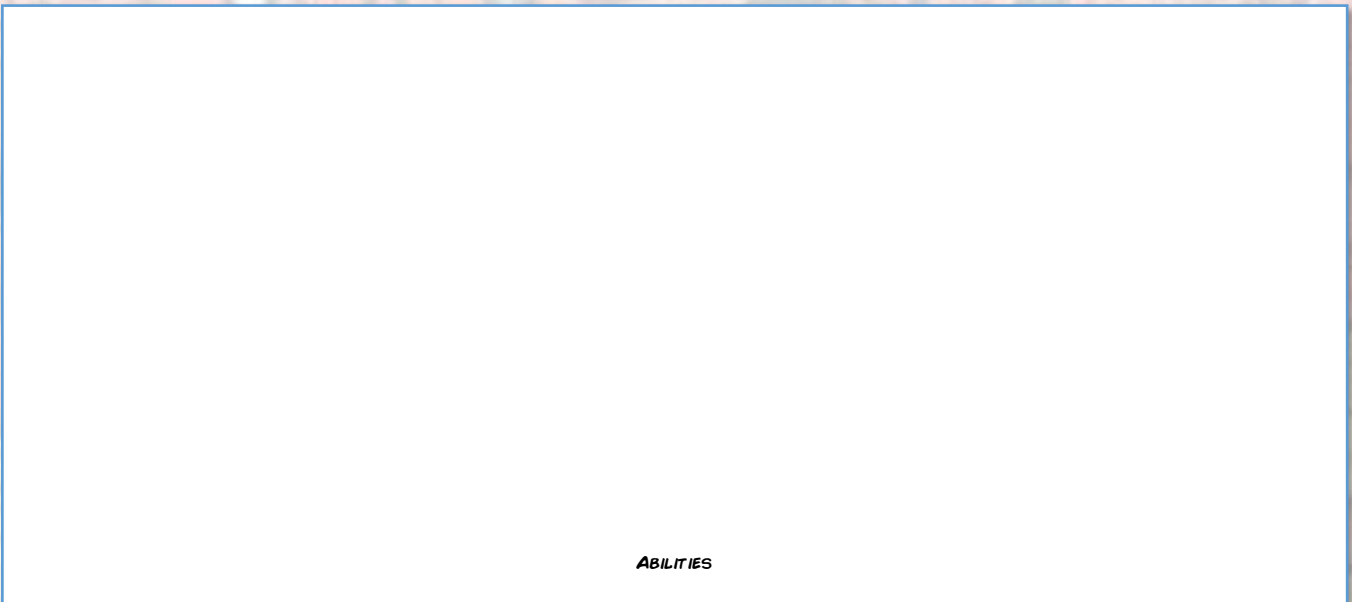


LEVEL 2



ULTIMATE

POWERS



ABILITIES