Hero: **Gender:**   **Power Level:**   **Age:**   **Height:**
Weight:

POINT BREAKDOWN
Abilities: *Powers:*   *Advantages:*   *Skills:*   *Defenses:*   *TOTAL:* X/X

ABILITIES

Ability	Score	Current (if modified)
Strength (STR)		
Stamina (STA)		
Agility (AGL)		
Dexterity (DEX)		
Fighting (FGT)		
Intelligence (INT)		
Awareness (AWE)		
Presence (PRE)		

DEFENSES

Ability Modifier	Defense	Points Used	Normal Score	Current/Modified
(AGL)	Dodge		X **(X+10)**	
(FGT)	Parry		X **(X+10)**	
(STA)	Fortitude		X **(X+10)**	
(STA)	Toughness		X **(X+10)**	
(AWE)	Will		X **(X+10)**	

ATTACKS

Attack Name	+ to roll	Notes

INITIATIVE: + *(AGL)* (+ any Initiative boosts)

SKILLS

Skill	Ability Modifier	Skill Rank	Total Score
Acrobatics (AGL)			
Athletics *(STR)*			
Close Combat *(FGT)*			
Deception *(PRE)*			
Expertise (x) *(INT)*			
Insight *(AWE)*			
Intimidation *(PRE)*			
Investigation (INT)			
Perception *(AWE)*			
Persuasion *(PRE)*			
Ranged Combat *(DEX)*			
Sleight of Hand (DEX)			
Stealth *(AGL)*			
Technology (INT)			
Treatment (INT)			
Vehicles (DEX)			

Italics = Trained Skill

POWERS
- **Power**(Rank) - Xpt cost
  - Details

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ADVANTAGES

- **Advantage**
    - *Description*

EXTRAS

- Motivations, weaknesses, etc.