



**PLAYER**

# LU THE ROLEPLAYING GAME

**HERO NAME**

**ALIAS**

# PHYSICAL ATTRIBUTES

GENDER

AGE

## HEIGHT

EYES

11

SKIN

BUILD

### *COSTUME/EQUIPMENT*

## **CHARACTERISTICS**

## BACKGROUND

POWER SOURCE

ARCHETYPE

PERSONALITY

## **PRINCIPLE OF**

# **PRINCIPLE OF**

## *DURING ROLEPLAYING*

## *DURING ROLEPLAYING*

MINOR TWIST

MINOR TWIST

**MAJOR TWIST**

MAJOR TWIST

## HERO POINTS



**THIS ISSUE:**

### **HERO POINT REWARDS**

+1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## **BACK ISSUES**

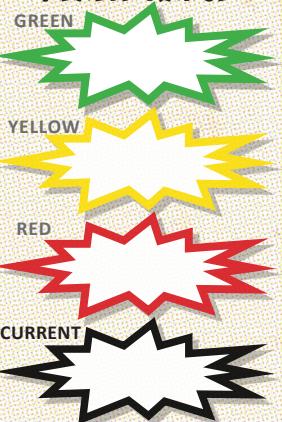
COLLECTIONS

**HERO NAME****ALIAS****PLAYER****POWERS**DIE  
TYPE**QUALITIES**DIE  
TYPE**STATUS DICE**

GREEN

YELLOW

RED

**HEALTH RANGE****ABILITIES**

ICON	NAME	TYPE	GAME TEXT
	Principle of		
	Principle of		

GREEN ZONE

YELLOW ZONE

RED ZONE

OUT

ICON	NAME	TYPE	GAME TEXT

ICON	NAME	TYPE	GAME TEXT