	HERO:PLAYEI					
TM		IDE	NTITY:			O SECRET O PUBLIC
			BASE OF OPERATIONS: _			HAIR: Power Level: ES=
STRENGTH STAMINA OFFENSE	AGILIT' DEXTERIT		FIGHTING (	AWARENES PRESENC		DEFENSE  DODGE (AGL)  PARRY (FGT)  FORTITUDE (STA)  TOUGHNESS (STA)
						WILL (AWE)
				NOTES	S & CONDITIONS	HERO POINTS  POWER POINTS EARNED
						POWER POINTS SPENT
			PO	WERS & DEVICES		CHARACTER ILLUSTRATION

	SKILLS	TOTAL	ABILITY	RANKS	OTHER
	ACROBATICS				
TM .	ATHLETICS				
ADVANTAGES	CLOSE COMBAT				
		-			
		-			
		-			
	DECEPTION				
	EXPERTISE				
COMPLICATIONS					
	INSIGHT				
	INTIMIDATION				
	INVESTIGATION				
	PERCEPTION				
	PERSURSION				
	RANGED COMBAT				
EQUIPMENT, VEHICLES, AND HEADQUARTERS		_			
		_			
	SLEIGHT OF HAND				
	STEALTH				
	TECHNOLOGY				
	TREATMENT				
	VEHICLES				
SERIES: GAMEMASTER:				INFO	ORMATION
NOTES: GHMEMHSTEK:					