Grace Basic Moves (Distribute [Grace] points) Diplomacy: Roll when speaking to convince others or to sense if others are lying Movement: Roll when determining speed, stealth, and agility Shoot: Roll when shooting a firearm or throwing an object Intellect Basic Moves (Distribute [Intellect] points) Deduction: Roll when trying to figure out how something works or solving a puzzle Knowledge: Roll when determining if a character knows something that they learned onc Tinker: Roll when building or crafting something or operating machinery Might Basic Moves (Distribute [Might] points) Brawn: Roll when determining whether a character can carry, push, or break an object Melee: Roll when attacking with a melee weapon or unarmed Resilience: Roll when purposefully defending Spirit Basic Moves (Distribute [Spirit] points) Willpower: Roll when looking for something specific Search: Roll when looking for something specific Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Meakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	Alias			Real Name					
Grace Intellect Might Spirit Health:of (Might + 10)	Stats (Dis	stribute t	he following: 16 12 8	8. 4)					
Grace Basic Moves (Distribute [Grace] points) Diplomacy: Roll when speaking to convince others or to sense if others are lying Movement: Roll when determining speed, stealth, and agility Shoot: Roll when shooting a firearm or throwing an object Intellect Basic Moves (Distribute [Intellect] points) Deduction: Roll when trying to figure out how something works or solving a puzzle Knowledge: Roll when determining if a character knows something that they learned onc Tinker: Roll when building or crafting something or operating machinery Might Basic Moves (Distribute [Might] points) Brawn: Roll when determining whether a character can carry, push, or break an object Melee: Roll when attacking with a melee weapon or unarmed Resilience: Roll when purposefully defending Spirit Basic Moves (Distribute [Spirit] points) Willpower: Roll when dealing with magical or psychological effects Search: Roll when looking for something specific Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Meakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	-		-	·					
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Diplomacy: Roll when speaking to convince others or to sense if others are lying Movement: Roll when determining speed, stealth, and agility Shoot: Roll when shooting a firearm or throwing an object Intellect Basic Moves (Distribute [Intellect] points) Deduction: Roll when trying to figure out how something works or solving a puzzle Knowledge: Roll when determining if a character knows something that they learned onc Tinker: Roll when building or crafting something or operating machinery Might Basic Moves (Distribute [Might] points) Brawn: Roll when determining whether a character can carry, push, or break an object Melee: Roll when attacking with a melee weapon or unarmed Resilience: Roll when purposefully defending Spirit Basic Moves (Distribute [Spirit] points) Willpower: Roll when dealing with magical or psychological effects Search: Roll when looking for something specific Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Meakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	Grace Ba	sic Move	es (Distribute [Grace] p	points)					
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Resilience: Roll when purposefully defending Spirit Basic Moves (Distribute [Spirit] points) Willpower: Roll when dealing with magical or psychological effects Search: Roll when looking for something specific Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Weakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	_		·						
Spirit Basic Moves (Distribute [Spirit] points) Willpower: Roll when dealing with magical or psychological effects Search: Roll when looking for something specific Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Weakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	-	M	elee: Roll when attack	king with a melee weapon or unarmed					
Willpower: Roll when dealing with magical or psychological effects Search: Roll when looking for something specific Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Weakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	_	Re	esilience: Roll when pu	urposefully defending					
Sense: Roll when sensing danger or anything important in the environment around you Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s) Weakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	=			•					
Power Origin: Extraterrestrial Technological Supernatural Evolutionary Power Set(s)	-	Search: Roll when looking for something specific							
Power Set(s)	-	Se	nse: Roll when sensin	ng danger or anything important in the environment around you					
Weakness(es) Alignment: Official Outlaw Criminal + Hero Antihero Villain	Power O	rigin:	Extraterrestrial T	Fechnological Supernatural Evolutionary					
Alignment: Official Outlaw Criminal + Hero Antihero Villain	Power Se	et(s)							
	Weaknes	ss(es)							
Origin and Notes:	Alignmer	nt:	Official Outlaw	Criminal + Hero Antihero Villain					
	Origin an	d Notes:							

Vigilant City Character Sheet - Page 2

Skills:

SKIIIS:					
Description	Energy Cost	Description	Energy Cost	Description	Energy Cost
Description	Energy Cost	Description	Energy Cost	Description	Energy Cost
Description	Energy Cost	Description	Energy Cost	Description	Energy Cost
Description	Energy Cost	Description	Energy Cost	Description	Energy Cost
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