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| --- | --- | --- | --- | --- | --- |
| **Code Name** |  | **Name** |  | **Secret ID** |  |
| **Sex** |  | **Date of Birth** |  | **Resources** |  |
| **Lifestyle** |  | **Profession** |  | **Reputation** |  |
| **Home** |  | **Work** |  |  |  |

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| **DP Unspent** |  | **Level** |  | **VP** |  |

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| **STAT** | **Code** | **Val** | **Values Used For** | **CSTATs and Skills** |
| **Strength** | **ST** |  | **Lifting, Athletics** |  |
| **Dexterity** | **DX** |  | **Control, Gymnastic, Stealth** |  |
| **Toughness** | **TO** |  | **Endurance** |  |
| **Intelligence** | **IN** |  | **Computer, Security, Science, Technology, Investigation, Research, Tactics, Medical, Mystical, Training** |  |
| **Charisma** | **CH** |  | **Leadership, Persuasion** |  |
| **Willpower** | **WP** |  | **Perception, Survival** |  |
| **Virtue** | **VI** |  | **Relationship/Resist, Resist Madness (Higher)** |  |
| **Ego** | **EG** |  |  |

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| **Advantages** |  |
| **Disadvantages** |  |

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| **Personality** |  | **Ex** | |  | |
| **Traits** |  | | | | |
| **Relationship** | **With** | **Mod** | **Relationship** | **With** | **Mod** |
| Follower |  |  | Minion |  |  |
| Companion |  |  | Rival |  |  |
| Anim(a/us) |  |  | Tempter/ess |  |  |
| Mentor |  |  | Mastermind |  |  |
| Guide |  |  | Black Queen |  |  |
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| **Power Fields** |  |

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| **Abilities** | **Personal** | | | | |
| **Level** | **Duration** | **Result** | **Modifiers** | **Val** |
|  |  |  |  |  |  |

| **Abilities** | **Level** | **Range** | **Hit** | **Duration** | **Result** | **Modifiers** | **Val** |
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| **Standard Abilities** | **Personal** | | | | |
| **Level** | **Duration** | **Result** | **Modifiers** | **Val** |
| Running | 1 | Instant | Move (Running) |  | 2D6 |
| Jumping | 1 | Instant | Move (Leaping) | Slow. x2 cost change height | 2D4 |
| Swimming | 1 | Instant | Move (Swimming) |  | 2D4 |
| Climbing | 1 | Instant | Move (Climbing) |  | D4 |
| Normal Senses | 1 | Always On | Sense (Vision) |  | D6 |

| **Standard Abilities** | **Level** | **Range** | **Hit** | **Duration** | **Result** | **Modifiers** | **Val** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Punch and Kick | 1 | Hand to Hand | DX | Instant | Damage (Solid) |  | 0 |
| Trip | 1 | Hand to Hand | DX | Instant | Knockdown |  | 0 |
| Wrestle | 1 | Hand to Hand | DX | Persistent | Grapple |  | 0 |
| Slam | 1 | Hand to Hand | DX | Instant | Damage (Solid) &Knockdown | Grappled target and ends Grapple | 0 |
| Disarm | 1 | Hand to Hand | DX | Instant | Disarm |  | 0 |
| Throw Object | 1 | Close | DX | Instant | Damage (Solid) | Uses (Improvised Item) | ST |