



**HERO  
POINTS**

**CHARACTER NAME:** \_\_\_\_\_  
**SECRET NAME:** \_\_\_\_\_

<input type="checkbox"/> <b>AGILITY</b>	<input type="checkbox"/> <b>BRAWN</b>	<input type="checkbox"/> <b>KNOWLEDGE</b>	<input type="checkbox"/> <b>PERCEPTION</b>	<input type="checkbox"/> <b>CHARM</b>
____ Acrobatics	____ Athletics	____ Languages	____ Driving/Riding/Piloting	____ Command
____ Marksmanship	____ Intimidation	____ Medicine	____ Investigation	____ Deceive
____ Melee	____ Stamina	____ Scholar	____ Stealth	____ Persuasion
____ Sleight of Hand	____ Throwing	____ Sciences	____ Survival	____ Willpower
____	____	____	____	____
____	____	____	____	____
____	____	____	____	____

**GEAR**

ITEM	ATTACK	DAMAGE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**DEFENSE**

**PARRY**     **DODGE**

**HEALTH**

- STUNNED**
- WOUNDED**
- MORTALLY WOUNDED**

Brawn Roll greater than Damage Roll: **Stunned**.  
 Damage Roll greater than or equal to Brawn Roll: **Wounded**.  
 Damage Roll greater than or equal to Brawn Roll, and Brawn Roll produced a Complication: **Mortally Wounded**.

**SECRET IDENTITY**     **HERO POINTS**

**STORY:** \_\_\_\_\_

**HIDEOUTS** LOCATION \_\_\_\_\_

**STEP 1** \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

**STEP 2** \_\_\_\_\_

FEATURE 1 \_\_\_\_\_ FEATURE 2 \_\_\_\_\_

**STEP 3** \_\_\_\_\_

FEATURE 3 \_\_\_\_\_ FEATURE 4 \_\_\_\_\_

**STEP 4** \_\_\_\_\_

**STEP 5** \_\_\_\_\_

NOTES