



CHARACTER NAME:

SUPERHERO NAME:

APPEARANCE:

INVENTORY:

HERO LEVEL

SOURCE:

SOURCE WELL:

SOURCE PERK:

HERO'S QUICK GUIDE

POWER FUNCTIONS

A - ATTACK
D - DEFENSE
M - MOVEMENT
S - SUPPORT

POWER DIE

1-3 EPS: D4
4-6 EPS: D6
7-9 EPS: D8
10-12 EPS: D10
13-15EPS: D12
16-19EPS: D12+D4
OVER 20EPS: D20

RESTRICTIONS AND WEAKNESSES:

EXTRA POWER NOTES:

DOWN TIME TRACKER

FOLLOW
THREADS:

PATROL:

REST:

TRAIN:

UNMASKED:

BATTLE TRACKER

REACTION ☐

FREE ACTION ☐

PHASE 1

PHASE 2

PHASE 3

MY CONDITION

PHASES

Attack

Movement

Utility

Battle Notes:

ENEMY CONDITION

PHASES



HERO LEVEL

RESILIENCE ROLL

HALF OF

ROUNDED UP

ENERGY RECOVERY

HP RECOVERY

CURRENT HP



MAX HP

SKILLS

COAX

KNOWLEDGE

MIGHT

SPIRIT

GLORY

LIE

READY

STREET SMARTS

GUTS

INVESTIGATE

SNEAK

VISION

INHERENT POWERS

STRENGTH

A D M

Energy points: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Movement (LS):

Notes & Amplifiers:

POWER:

A D M S

EnergyPoints: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Range (LS):

Movement (LS):

Support pool: ⚡

Notes & Amplifiers:

POWER:

A D M S

EnergyPoints: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Range (LS):

Movement (LS):

Support pool: ⚡

Notes & Amplifiers:

TOTAL EPS:

POWER:

A D M S

EnergyPoints: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Range (LS):

Movement (LS):

Support pool: ⚡

Notes & Amplifiers:

SPEED

M

Energy points: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Movement (LS):

POWER:

A D M S

EnergyPoints: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Range (LS):

Movement (LS):

Support pool: ⚡

Notes & Amplifiers:

POWER:

A D M S

EnergyPoints: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Range (LS):

Movement (LS):

Support pool: ⚡

Notes & Amplifiers:

POWER:

A D M S

EnergyPoints: ⚡

Power die:

Permanent bonus:

Ranged:

Close up:

Range (LS):

Movement (LS):

Support pool: ⚡

Notes & Amplifiers:

RESILIENCE

Energy points: ⚡

Power die:

Permanent bonus:

Death points: ⚡

Resilience Roll:

HERO'S NOTES

HERO'S PATH

LEVEL 1:

LEVEL 1 PERK:

Permanent Bonus

☐

OR:

Extra Attack Amp

☐

LEVEL 2:

Skill Upgrade

☐

Extra Attack Amp

☐

LEVEL 3:

LEVEL 3 PERK:

Skill Upgrade

☐

Permanent Bonus

OR:

Extra Attack Amp

☐

LEVEL 4:

Permanent Bonus

☐

Skill Upgrade

☐

Extra Attack Amp

☐

LEVEL 5:

LEVEL 5 PERK:

Skill Upgrade

☐

Permanent Bonus

OR:

Extra Attack Amp

New Power

☐

LEVEL 6:

Permanent Bonus

☐

Skill Upgrade

☐

Extra Attack Amp

☐

LEVEL 7:

LEVEL 7 PERK:

Skill Upgrade

☐

Permanent Bonus

OR:

Extra Attack Amp

☐

LEVEL 8:

Skill Upgrade

☐

Extra Attack Amp

☐

LEVEL 9:

Permanent Bonus

☐

Skill Upgrade

☐

Extra Attack Amp

☐

LEVEL 10:

LEVEL 10 PERK:

Skill Upgrade

☐

OR:

New Power

☐

ULTIMATE

PLAYER NAME: