



Hero Name
Real Name
Identity <input type="checkbox"/> Secret <input type="checkbox"/> Public
Occupation

XP
Level
Alpha Stunts/Encounter <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3

Strength	modifier	+level	=subtotal
Athletics	1	+origin	+random
Constitution	modifier	+level	=subtotal
Dexterity	modifier	+level	=subtotal
Acrobatics	2	+origin	+random
Stealth	3	+origin	+random
Intelligence	modifier	+level	=subtotal
Conspiracy	4	+origin	+random
Mechanics	5	+origin	+random
Science	6	+origin	+random
Wisdom	modifier	+level	=subtotal
Insight	7	+origin	+random
Nature	8	+origin	+random
Perception	9	+origin	+random
Charisma	modifier	+level	=subtotal
Interaction	10	+origin	+random

Primary Origin
<input type="checkbox"/> Novice <input type="checkbox"/> Utility <input type="checkbox"/> Expert <input type="checkbox"/> Critical
+2 to Overcharge: <input type="checkbox"/> Bio <input type="checkbox"/> Dark <input type="checkbox"/> Psi
Traits

Secondary Origin
<input type="checkbox"/> Novice <input type="checkbox"/> Utility <input type="checkbox"/> Expert <input type="checkbox"/> Critical
Traits

Omega Tech	level 1
Alpha Stunt	level 1
Alpha Stunt	level 2
Alpha Stunt	level 3
Alpha Stunt	level 4
Alpha Stunt	level 5
Alpha Stunt	level 6
Alpha Stunt	level 7
Alpha Stunt	level 8
Alpha Stunt	level 9
Alpha Stunt	level 10
Uber Feature	level 10

12 + con	Hit Points	Bloodied	1/2 hp
Current			
Temporary			
Second Wind	<input type="checkbox"/> Used	Death Saves	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Resistances			
Vulnerabilities			

Character Portrait

Speed	base 6	Initiative	dex + level
Other Movement			
Passive Insight	skill + 10	Passive Perception	skill + 10

Armor	AC	Reflex	Fort
<input type="checkbox"/> Skintight Costume	+2	+2	-
<input type="checkbox"/> Invulnerability	+4	-	+2
<input type="checkbox"/>			
<input type="checkbox"/>			

Armor Class
10 + ability origin level armor

Fortitude
10 + str/con origin level armor

Reflex
10 + dex/int origin level armor

Will
10 + wis/cha origin level armor

Unarmed	<input type="checkbox"/> Quick attack		
Ability	Dex/Int	Accuracy	+4
Damage	1d10	Range	melee 1

Unarmed	<input type="checkbox"/> Powerful attack		
Ability	Str/Con	Accuracy	+3
Damage	2d6	Range	melee 1

Weapon			
Ability		Accuracy	
Damage	^{1[W]}	Range	

Weapon			
Ability		Accuracy	
Damage	^{1[W]}	Range	

Weapon			
Ability		Accuracy	
Damage	^{1[W]}	Range	

Attack Type	Attack Bonus	Vs.	Damage
Unarmed		AC	
Melee Weapon		AC	
Ranged Weapon		AC	
primary novice			
secondary novice			
primary expert			
secondary expert			

Critical Effects		bonus damage
primary origin		
secondary origin		