

# METAHUMANS RISING

Name: \_\_\_\_\_ Player: \_\_\_\_\_  
 Campaign: \_\_\_\_\_ Power Level: \_\_\_\_\_

## ISSUE 0

## APPEARANCE

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

### BACKGROUNDS

#### ORIGIN

#### CATALYST

#### DRIVES

<b>HIS</b>	<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>SEN</b>	<b>FOR</b>	<b>WIS</b>	<b>INT</b>	<b>MEN</b>	<b>EXN</b>

## TALENTS

Value Support


<b>STAMINA</b>		<b>WILLPOWER</b>		<b>EXPERIENCE</b>	

## BOONS/DRAWBACKS

Value


## POWERS/FIGHTING STYLES/GEAR

Name

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## ADVANTAGES/NOTES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>INITIATIVE</b>	<b>MENTAL DEFENSE</b>	<b>SURPRISED DEFENSE</b>	<b>NORMAL DEFENSE</b>
+__ dice	+__ dice	+__ dice	+__ dice
	__ Armor	__ Armor	__ Armor

## FAVORED ATTACKS

Name: \_\_\_\_\_ Value \_\_\_\_ Dice \_\_\_\_ Range \_\_\_\_ Damage \_\_\_\_ NoC \_\_\_\_  
 Notes \_\_\_\_\_  
 Name: \_\_\_\_\_ Value \_\_\_\_ Dice \_\_\_\_ Range \_\_\_\_ Damage \_\_\_\_ NoC \_\_\_\_  
 Notes \_\_\_\_\_