

NECESSARY EVIL

CODENAME

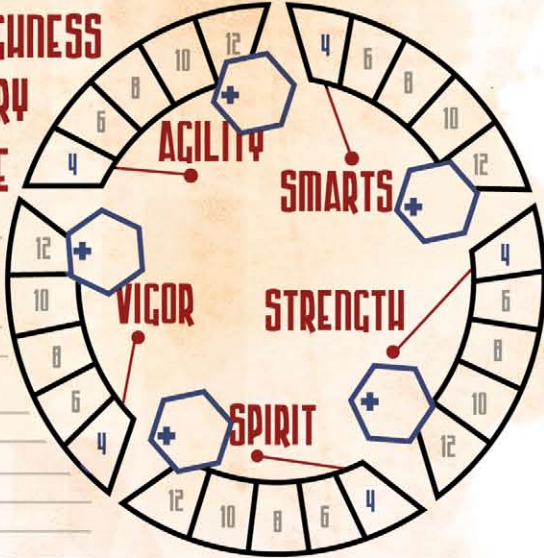
CIVILIAN IDENTITY: _____

THREAT RATING (RANK): _____

ORIGIN OF PARAHUMAN ABILITIES: _____

NOTES	MOD	BASE

CHARISMA
TOUGHNESS
PARRY
PACE



HINDRANCES: _____

EDGES: _____

4 6 8 10 12	SKILLS	4 6 8 10 12	SKILLS	4 6 8 10 12	SKILLS
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(COST) POWER RANGE DAMAGE SIDE EFFECTS-MODS-NOTES

FATIGUE

-1

-2

INC!

-3

-2

-1

WOUNDS