

Player's Name: _____
 H.E.R.O.e's name: **Abraham**
 Scriptwriter's Name: _____
 Screenplay: _____
 Age: **71** Dimension: **M (1,65 m)**
 Weight **70** Sex: **M** Movement: **6 m**
 Job: _____
 Nationality: **U.S.A.**
 Religion: **Protestant**
 Temper: **Altruist / Peaceful / Lonesome**
 Social status: **Homless**
 Life choices: **Homless**
 Experience Points (total): **100**
 Experience Points (remaining): **5**
 Level: **4°**

INITIATIVE: **1D6**

ACTIONS: **1**

RESPONSES: **1**

MIGHT: **X10**

 Body: **1D6**

 Reflexes: **1D6**

 Mind: **1D6**

 Social: **1D6**

 Control: **1D6+1**

PSYCHE

total

6

current

3



#URBANHEROES

1-Head:

Health: **50**
 Protection: **total** / **current**
 Other: _____

5-Right Arm:

Health: **100**
 Protection: **total** / **current**
 Other: _____

7-Right Leg:

Health: **90**
 Protection: **total** / **current**
 Other: _____

Extra Location:

Health: _____ / _____
 Protection: **total** / **current**
 Other: _____

FATIGUE POINTS

Extra Location:

Health: _____ / _____
 Protection: **total** / **current**
 Other: _____

2-3-4 Torso:

Health: **150**
 Protection: **total** / **current**
 Other: _____

6-Left Arm:

Health: **100**
 Protection: **total** / **current**
 Other: _____

8-Left Leg:

Health: **100**
 Protection: **total** / **current**
 Other: _____



CONTACTS

- Capt. Minelli (Detroit cop)
- Joe Polowski (Detroit pawn shop)
- Rev. Milligan (Detroit preacher)
- Sgt. Moser (Houston soldier)
- Jimmy (The mall guy)
- Mila Lanninen (Tampa noun)

SPECIAL

- Scar on right leg (caused by a ginfight)
- Natural prodigy (+1 Control)
- When he activates his power he emits smoke from his body

MENTAL DISORDERS

- Schizophrenia (MED)
- Addiction: alchool (MED)

SKILLS

RANK AP SPEC.

SKILLS

RANK AP SPEC.

Arts: Mouth organ

1 5

Languages: English

1

Driving: Car

1

Profession: Military

1

Hobby: H.E.R.O.watching

1 3

Sport: Baseball

1 1

Begging

2 1

Recycling

1 6

Knowledge: Religion

1 2

Weapons: Guns

1

Knives

1 2

GENERAL POWER UPS

POWERS

Power: Produce substance* Grade: INT
Prim: ☒ Sec: ☐ Ter: ☐

Origin: Divine

Type: Creation

Target: Contact/dist.

Activation: Voluntary

Description: *Flames:

The power is activated when he sees someone sin

Power: Invincible skin (extra) Grade: MIN
Prim: ☒ Sec: ☐ Ter: ☐

Origin: Divine

Type: Effect

Target: Personal

Activation: Voluntary

Duration: Prolonged

Description: _____

Power: _____ Grade: _____
Prim: ☐ Sec: ☐ Ter: ☐

Origin: _____

Type: _____

Target: _____

Activation: _____

Duration: _____

Description: _____

Flaw: Conditional*** Grade: MED
Power Ups: ☒ Increase ☒ Ext. range ☒ Exploding

Flaw: Clumsy Grade: MIN

Power Ups: ☒ Tot. coverage

Flaw: _____ Grade: _____

Power Ups: ☐ ☐ ☐ ☐ ☐

EQUIPMENT

- Clothes

- Whisky bottle

- Sleeping bag

- Scraps

- Wheelcart

- Lighter

- Radio

- Mouth organ

- Baseball

- Bible

- Binocular

Weapons:

Dimens. Fire Damage Type Accuracy Ammos

MONEY

1D6 x5\$

Savings: ---