

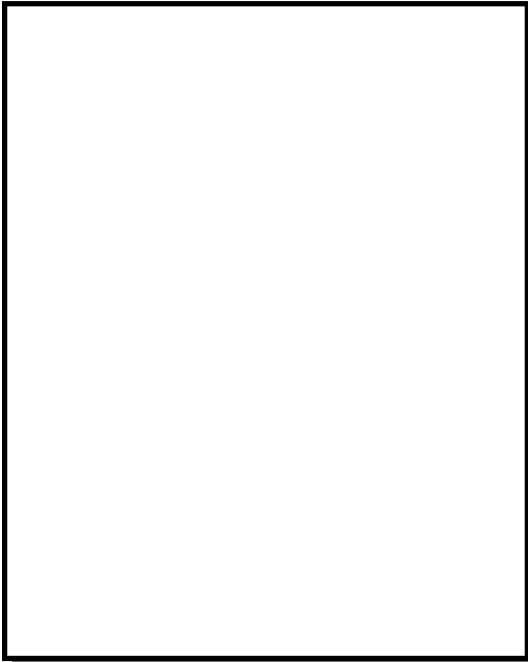
# D6 Powers

## Alien (High Tech Visitor)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	5D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	3D	Perception	4D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	2D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	2D	Powers:	Rank
animal hand.	_____	_____	_____
charm	_____	_____	_____
command	_____	_____	_____
con	_____	_____	_____
disguise	_____	_____	_____
intimidation	_____	_____	_____
persuasion	_____	_____	_____
willpower	_____	_____	_____



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 Achilles' Heel (Atmospheric Incompatibility) R3  
 Cultural Unfamiliarity R2  
 Strange Appearance R2  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical damage:** 1D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 115

**Equipment:** \_\_\_\_\_  
 Sonic Blaster (toughness2D, Damage: 4D+2, Burst Modifier: Burst as single, Range: 200obvious Weapon)  
 Environmental Armor (Armor value 3D+2, reflex modifier: +0, Life Support 2, Infrared vision 3, Sonar 2, Chameleon 3. Armor, Obvious) 24 pts  
 Flight Belt (Toughness: 2D, Flight 4, Obvious, Equipment)

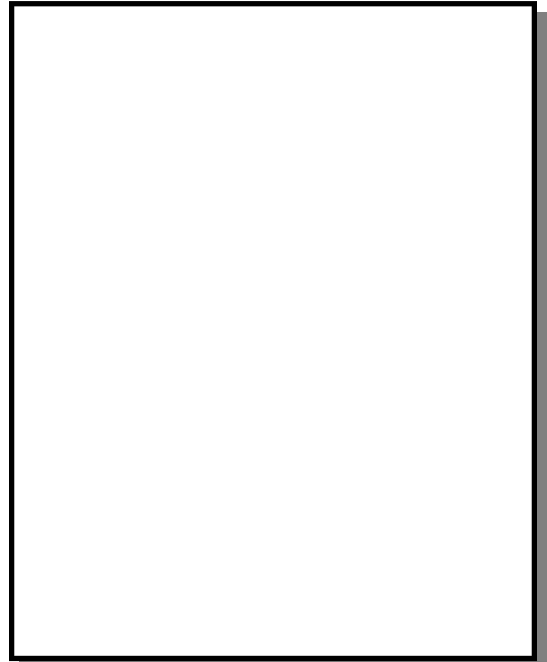
# D6 Powers

## Alien (Super Human Explorer)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	4D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	3D	Perception	3D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	3D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	2D	Powers:	Rank
animal hand.	_____	Flight	3
charm	_____	Energy Blast	4
command	_____	X-ray Vision	4
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 Achilles' Heel (Atmospheric Incompatibility) R3  
 Cultural Unfamiliarity R2  
 Strange Appearance R1  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** 2D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 92

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Armored Super (Arcane)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	3D
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acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	3D
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lock picking	_____
marksmanship	_____
missile weapon	_____
piloting	_____
sleight of hand	_____
throwing	_____

Physique	2D
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lifting	_____
running	_____
stamina	_____
swimming	_____

Presence	3D
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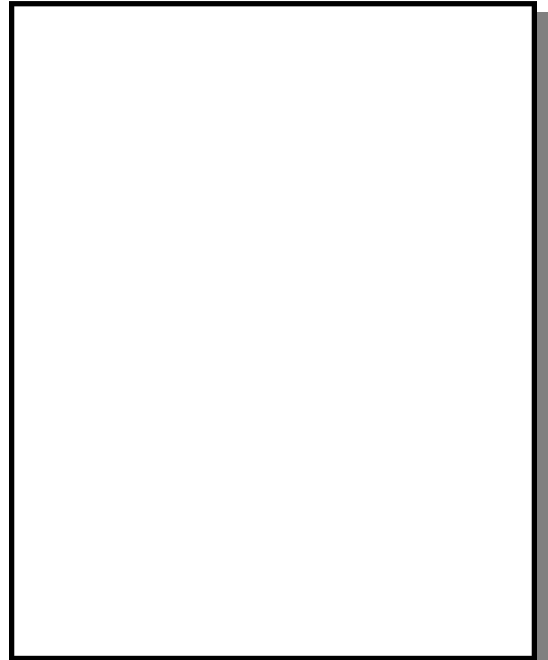
animal hand.	_____
charm	_____
command	_____
con	_____
disguise	_____
intimidation	_____
persuasion	_____
willpower	_____

Perception	3D
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artist	_____
hide	_____
gambling	_____
know-how	_____
investigation	_____
repair	_____
search	_____
streetwise	_____
survival	_____
tracking	_____

Powers:	Rank
---------	------

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



### Advantages:

Laboratory R3  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Disadvantages:

Ball and Chain R4 (the Lady Vrtis)  
 Employed R2 (the Order of the Dragon)  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1

**Ka Points:** 6

**Character Points:** 5

**Body Points:** \_\_\_\_\_

**Physical Damage:** 1D(7D)

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 106

### Equipment:

Dragon Armor (Armor value: 5D, Reflex Modifier: -1D+2, Physique 7D, Flight 2, Flash Attack 3. Armor, Obvious, Temperamental R1)

Foe Smiter sword (Toughness4D, Damage +3D armor piercing, Weapon, Obvious)

\_\_\_\_\_

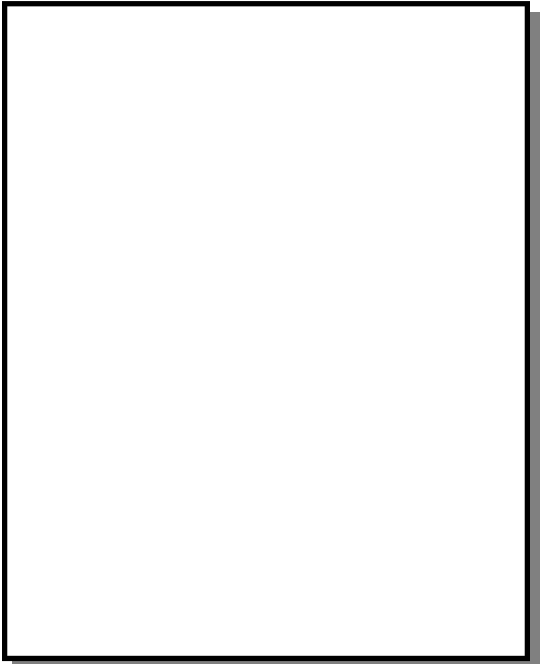
# D6 Powers

## Armored Super (Modern)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	5D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	2D	Perception	3D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	2D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	2D	Powers:	Rank
animal hand.	_____		
charm	_____		
command	_____		
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**  
 Laboratory R3  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Employed R2 (the Gibson corporation)  
 Quirk R2 (Dependency: Gambling problem)  
 Secret ID R2  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:**  
**Physical Damage:** 1D (6D)  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 106

**Equipment:**  
 Power Armor (Armor value: 5D, Reflex Modifier: -1D, Physique 6D, Energy Blast 4, Flight 6, Machine Interface 2, Infrared Vision 2, Life Support 3, . Armor, Obvious, Temperamental R1)  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

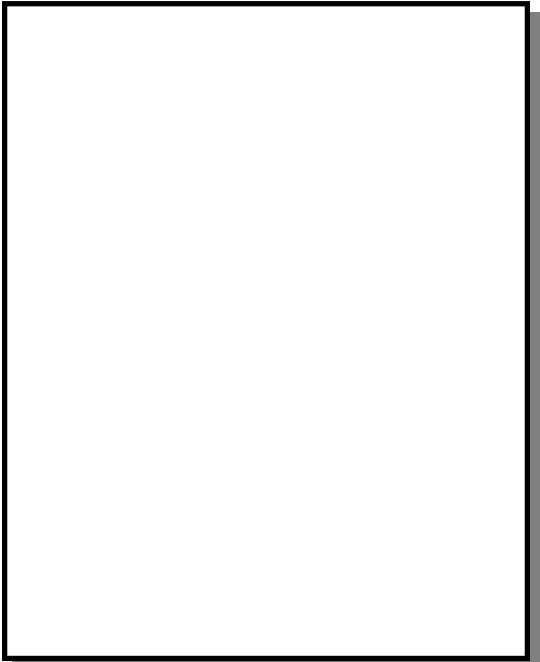
# D6 Powers

## Blaster (Crack Shot)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	3D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	4D	Perception	4D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	2D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	2D	Powers:	Rank
animal hand.	_____	Energy Blast*	4
charm	_____	*Power Defense and Sweep	
command	_____	Attack Enhancement	
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**  
 Good Looks R1  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Enemy (Power level 3, One man, Uncommon)  
 Overconfident R2  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical damage:** 1D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 102

**Equipment:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

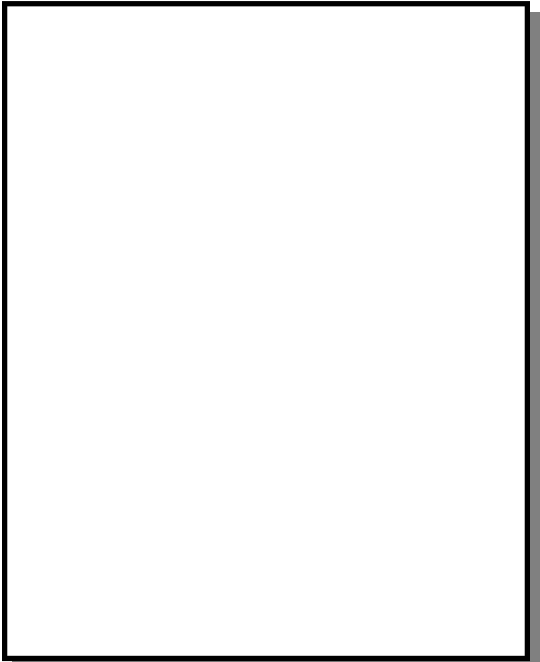
# D6 Powers

## Blaster (High Flyer)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	3D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	3D	Perception	3D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	3D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	3D	Powers:	Rank
animal hand.	_____	Flame Jet	4
charm	_____	Force Field*	3
command	_____	* Can attack through	
con	_____	Flight	4
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Secret ID R2  
 Quirk R2 (Angry)  
 Terrible Secret R2 (Reformed Super villain)

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:**  
**Physical Damage:** 2D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 111

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Brick (Metal Titan)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b> <span style="float: right;"><b>2D</b></span>	<b>Knowledge</b> <span style="float: right;"><b>2D</b></span>
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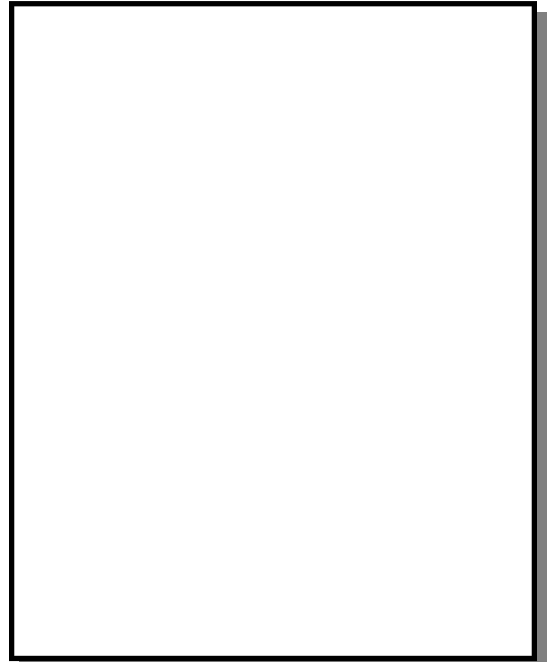
acrobatics _____	business _____
brawling _____	demolition _____
climbing _____	forgery _____
contortion _____	gadgetry _____
dodge _____	languages _____
flying _____	medicine _____
jumping _____	navigation _____
melee combat _____	Scholar _____
riding _____	security _____
sneak _____	tech _____

<b>Coordination</b> <span style="float: right;"><b>2D</b></span>	<b>Perception</b> <span style="float: right;"><b>2D</b></span>
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lock picking _____	artist _____
marksmanship _____	hide _____
missile weapon _____	gambling _____
piloting _____	know-how _____
sleight of hand _____	investigation _____
throwing _____	repair _____
<b>Physique</b> <span style="float: right;"><b>8D</b></span>	search _____
lifting _____	streetwise _____
running _____	survival _____
stamina _____	tracking _____
swimming _____	

<b>Presence</b> <span style="float: right;"><b>2D</b></span>	<b>Powers:</b> <span style="float: right;"><b>Rank</b></span>
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animal hand. _____	Accelerated Healing 4
charm _____	Endurance 5
command _____	Body Armor 4
con _____	Super Jump 2
disguise _____	
intimidation _____	
persuasion _____	
willpower _____	



**Advantages:**  
 Extra Body Points R3  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Hindrance R2 (Socially Uncertain: charm, con, intimidate)  
 Secret ID R2  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Fate Points:</b>	1
<b>Ka Points:</b>	4
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical Damage:</b>	8D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	104

**Equipment:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Brick (The Monster)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	1D
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acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	2D
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lock picking	_____
marksmanship	_____
missile weapon	_____
piloting	_____
sleight of hand	_____
throwing	_____

Physique	9D
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lifting	_____
running	_____
stamina	_____
swimming	_____

Presence	3D
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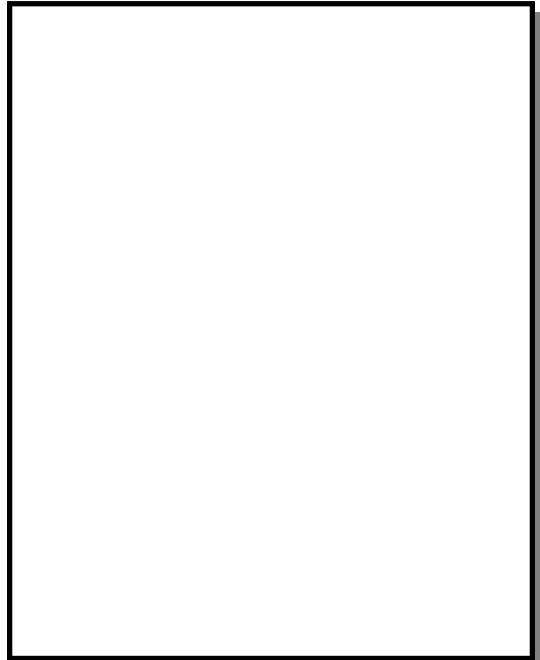
animal hand.	_____
charm	_____
command	_____
con	_____
disguise	_____
intimidation	_____
persuasion	_____
willpower	_____

Perception	1D
------------	----

artist	_____
hide	_____
gambling	_____
know-how	_____
investigation	_____
repair	_____
search	_____
streetwise	_____
survival	_____
tracking	_____

Powers:	Rank
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Invulnerability	2
Super Jump	5



**Advantages:**

Extra Body Points R5 \_\_\_\_\_  
 Size R1 \_\_\_\_\_  
 Hard to Kill R2 \_\_\_\_\_

**Disadvantages:**

Strange Appearance R2 \_\_\_\_\_  
 Quirk R3 (angry) \_\_\_\_\_  
 Poverty R1 \_\_\_\_\_

<b>Fate Points:</b>	1
<b>Ka Points:</b>	6
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical damage:</b>	9D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	104

**Equipment:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# D6 Powers

## Cosmic Entity (Alien Godling)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	3D
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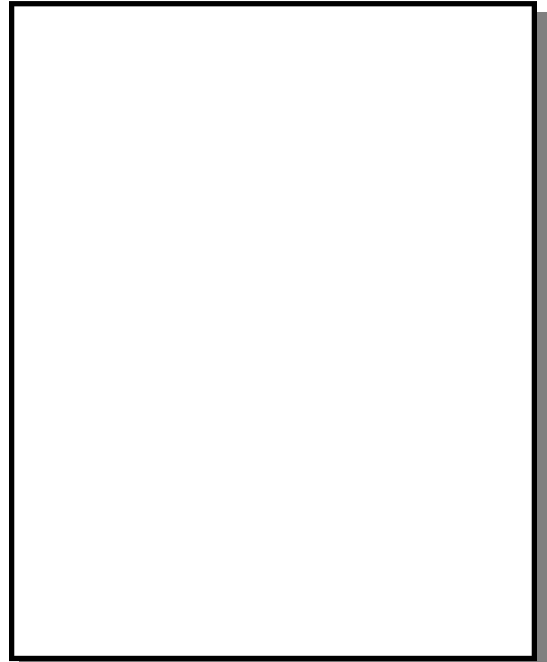
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	3D	Perception	3D
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lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
		search	_____
		streetwise	_____
		survival	_____
		tracking	_____

Presence	3D	Powers:	Rank
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animal hand.	_____	Energy Blast	4
charm	_____	Sustenance	4
command	_____	Life Support	3
con	_____	Flight	4
disguise	_____	FTL Travel	2
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**

Extra Body Points R3  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**

Cultural Unfamiliarity R2  
 Strange Appearance R1  
 Enemy Galactic Commerce Guild( Power Level 2, Large Organization, Common) R7  
 \_\_\_\_\_

**Fate Points:** 1

**Ka Points:** 6

**Character Points:** 5

**Body Points:**

**Physical damage:** 2D

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 112

**Equipment:**

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

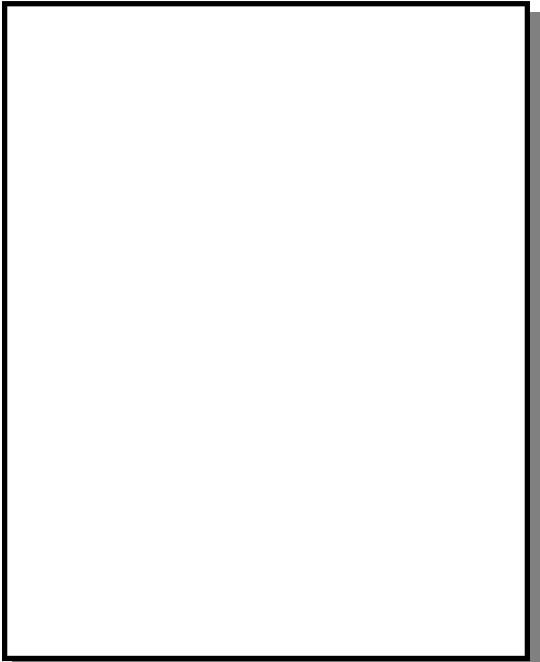
# D6 Powers

## Cosmic Entity (Uplifted Human)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3    Age: \_\_\_\_\_    Height: \_\_\_\_\_    Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	2D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	2D	Perception	2D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	6D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	2D	Powers:	Rank
animal hand.	_____	Longevity	_____
charm	_____	Super Senses	2
command	_____	Energy Absorption*	4
con	_____	*=Damage goes to attributes	
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 Enemy The Marsh Institute( Power Level 2, Large Organization, Common) R7  
 Secret ID R2  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** 6D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 110

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

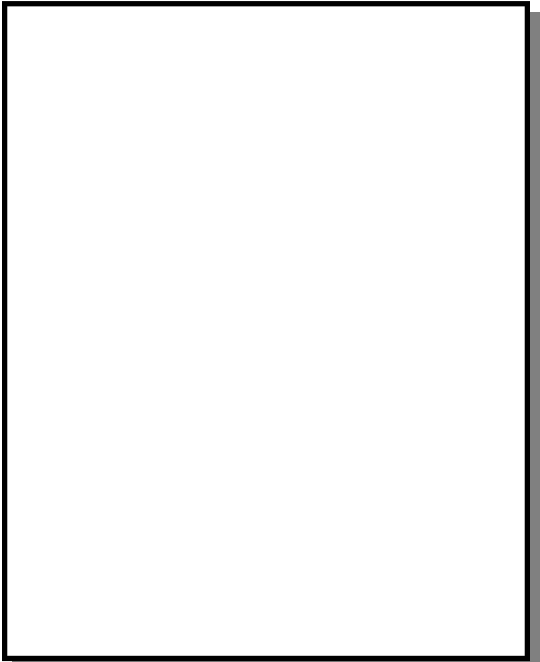
# D6 Powers

## Elementals (Element Personified)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	3D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	3D	Perception	3D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	3D	search	
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	3D	Powers:	Rank
animal hand.	_____	Elemental Sheathe	2
charm	_____	*Fire (elemental form)	
command	_____	Flame Jet*	4
con	_____	Flame Manipulation	3
disguise	_____	*	
intimidation	_____	Flight *	3
persuasion	_____	*=Super Heroic form	
willpower	_____		



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 Hindrance R3 (unobservant, Investigation, search, streetwise)  
 Secret ID R2  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** 2D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 106

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Elemental (The Manipulator)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b>	<b>3D</b>	<b>Knowledge</b>	<b>3D</b>
-----------------	-----------	------------------	-----------

acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

<b>Coordination</b>	<b>3D</b>	<b>Perception</b>	<b>2D</b>
---------------------	-----------	-------------------	-----------

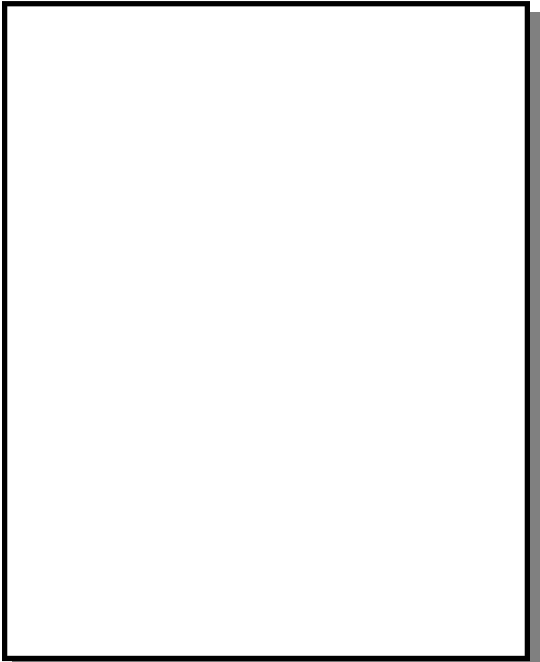
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____

<b>Physique</b>	<b>3D</b>	<b>Powers:</b>	<b>Rank</b>
-----------------	-----------	----------------	-------------

lifting	_____	Weather Manipulation	5
running	_____	_____	_____
stamina	_____	_____	_____
swimming	_____	_____	_____

<b>Presence</b>	<b>4D</b>	_____	_____
-----------------	-----------	-------	-------

animal hand.	_____	_____	_____
charm	_____	_____	_____
command	_____	_____	_____
con	_____	_____	_____
disguise	_____	_____	_____
intimidation	_____	_____	_____
persuasion	_____	_____	_____
willpower	_____	_____	_____



**Advantages:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Disadvantages:**

Ball and Chain R2 (the people of her tribe)

Quirk R2 (terrible flashbacks to being buried alive)

**Fate Points:** 1

**Ka Points:** 8

**Character Points:** 5

**Body Points:**

**Physical Damage:** 2D

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 108

**Equipment:**

\_\_\_\_\_

\_\_\_\_\_

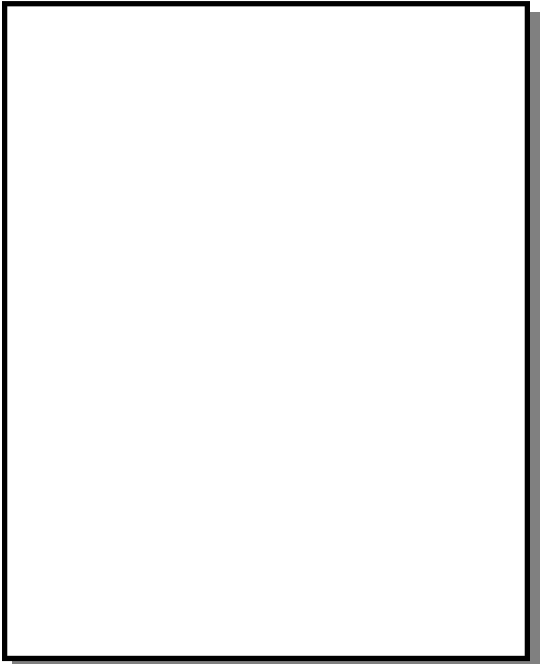
\_\_\_\_\_

# D6 Powers

## Gadgeteer (High-tech Scientist)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_



<b>Reflexes</b>	<b>2D</b>	<b>Knowledge</b>	<b>7D</b>
-----------------	-----------	------------------	-----------

acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

<b>Coordination</b>	<b>2D</b>	<b>Perception</b>	<b>3D</b>
---------------------	-----------	-------------------	-----------

lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
<b>Physique</b>	<b>2D</b>	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		

<b>Presence</b>	<b>2D</b>	<b>Equipment:</b>
-----------------	-----------	-------------------

animal hand.	_____	Omni Gadget (Toughness 2D, All Groups 3, 4 Uses, Equipment, Obvious)
charm	_____	Armor Vest (Armor Value 2D, Reflex Modifier 0)
command	_____	Security Kit (Toughness 1D, Skill: Security +3D, Equipment, Obvious)
con	_____	_____
disguise	_____	_____
intimidation	_____	_____
persuasion	_____	_____
willpower	_____	_____

**Advantages:**

Laboratory R4  
 Quick Study R3

**Disadvantages:**

Hindrance R3: Socially Inept  
 (Charm, intimidation, persuasion)  
 Quirk R2 (technology fetish)

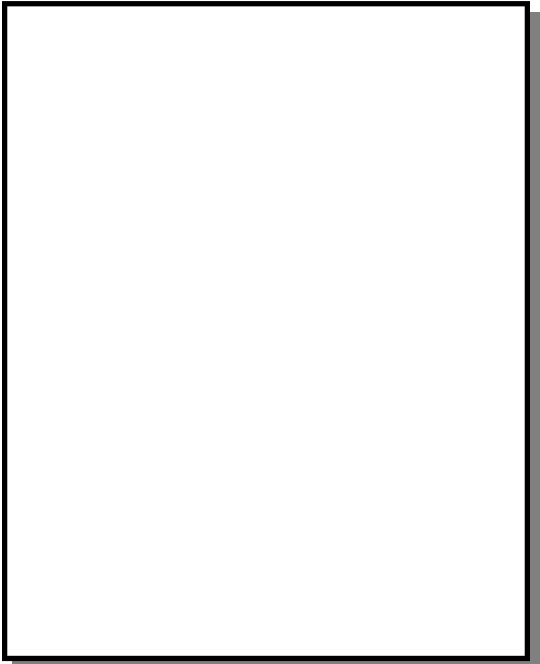
<b>Fate Points:</b>	1
<b>Ka Points:</b>	4
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical Damage:</b>	1D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	107

# D6 Powers

## Gadgeteer (Garage Tinkerer)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_



Reflexes	3D	Knowledge	5D
----------	----	-----------	----

acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	2D
--------------	----

lock picking	_____
marksmanship	_____
missile weapon	_____
piloting	_____
sleight of hand	_____
throwing	_____

Physique	2D
----------	----

lifting	_____
running	_____
stamina	_____
swimming	_____

Presence	2D
----------	----

animal hand.	_____
charm	_____
command	_____
con	_____
disguise	_____
intimidation	_____
persuasion	_____
willpower	_____

Perception	4D
------------	----

artist	_____
hide	_____
gambling	_____
know-how	_____
investigation	_____
repair	_____
search	_____
streetwise	_____
survival	_____
tracking	_____

Equipment:
------------

Omni Gadget (Toughness 2D, All Groups 3, 4 Uses, Equipment, Obvious Temperamental R3)
Tangle Swing/Line (Toughness 1D, Swinging 4, Entangle 4, Equipment, Obvious, Temperamental R1)
3 Flash Bang Grenades (Toughness 1D, Flash Attack 4, Equipment, Obvious, One use, Temperamental R1)
Boom Pistol (Toughness 2D, Sonic Scream 4, Equipment/Weapon, Obvious, Temperamental R1)
Shield Belt (Toughness 2D, Force Shield 4, Equipment, Obvious, Temperamental R1)

Advantages:
-------------

Laboratory R1
_____
_____
_____

Disadvantages:
----------------

Employed R2 (Works for high tech corporation)
Enemy R5 (his crazed robot construction) (Power level 3, One person, Uncommon)
_____
_____

<b>Fate Points:</b>	1
---------------------	---

<b>Ka Points:</b>	4
-------------------	---

<b>Character Points:</b>	5
--------------------------	---

<b>Body Points:</b>	
---------------------	--

<b>Physical Damage:</b>	1D
-------------------------	----

<b>Move:</b>	10M
--------------	-----

<b>Funds:</b>	3D
---------------	----

<b>Total Points Spent:</b>	86
----------------------------	----

# D6 Powers

## Mentalist (Mindbender)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	5D
----------	----	-----------	----

acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	3D	Perception	3D
--------------	----	------------	----

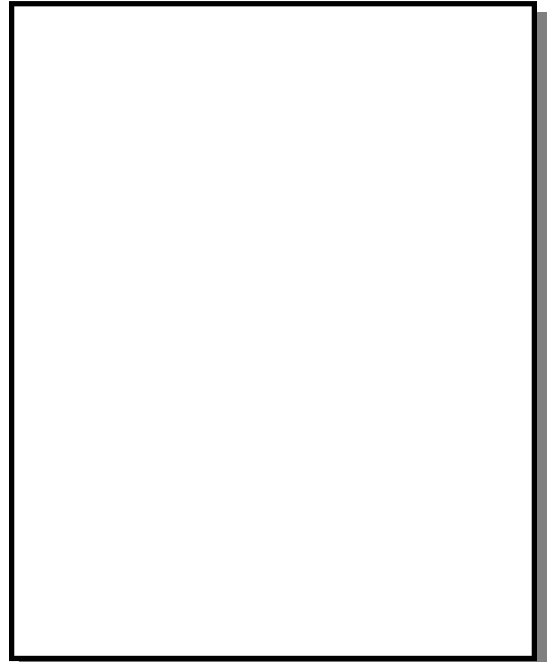
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____

Physique	2D	Powers:	Rank
----------	----	---------	------

lifting	_____	Confusion	3
running	_____	Mind Control	4
stamina	_____	Mind Reading	3
swimming	_____	Telepathy	4

Presence	3D
----------	----

animal hand.	_____
charm	_____
command	_____
con	_____
disguise	_____
intimidation	_____
persuasion	_____
willpower	_____



**Advantages:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Disadvantages:**

Secret ID R2

Quirk R3 Claustrophobic

**Fate Points:** 1

**Ka Points:** 6

**Character Points:** 5

**Body Points:**

**Physical Damage:** 1D

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 106

**Equipment:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

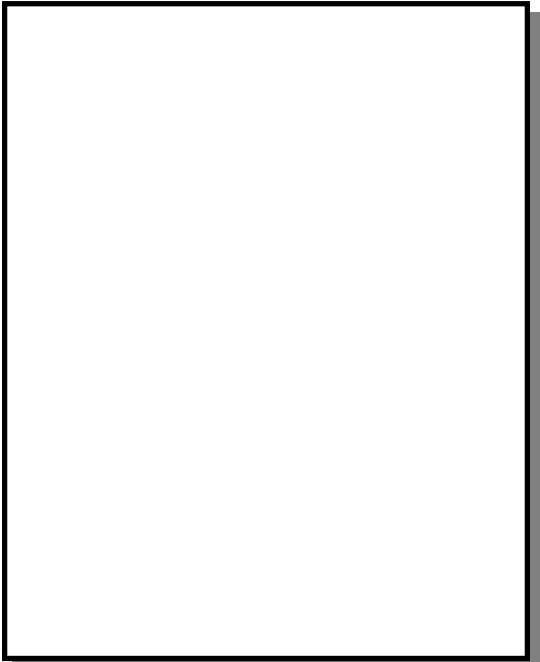
# D6 Powers

## Mentalist (Psychokinetic)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b> <b>3D</b>	<b>Knowledge</b> <b>3D</b>
acrobatics _____	business _____
brawling _____	demolition _____
climbing _____	forgery _____
contortion _____	gadgetry _____
dodge _____	languages _____
flying _____	medicine _____
jumping _____	navigation _____
melee combat _____	Scholar _____
riding _____	security _____
sneak _____	tech _____
<b>Coordination</b> <b>4D</b>	<b>Perception</b> <b>2D</b>
lock picking _____	artist _____
marksmanship _____	hide _____
missile weapon _____	gambling _____
piloting _____	know-how _____
sleight of hand _____	investigation _____
throwing _____	repair _____
<b>Physique</b> <b>3D</b>	search _____
lifting _____	streetwise _____
running _____	survival _____
stamina _____	tracking _____
swimming _____	
<b>Presence</b> <b>3D</b>	<b>Powers:</b> <b>Rank</b>
animal hand. _____	Telekinesis 5
charm _____	Force Field * 3
command _____	_____
con _____	_____
disguise _____	_____
intimidation _____	_____
persuasion _____	_____
willpower _____	_____



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 Enemy Lab experiment hunted by the US government (Power level 2, government, common) R7  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** 2D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 102

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# D6 Powers

## Movement Specialist (Speedster)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	7D	Knowledge	2D
----------	----	-----------	----

acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	2D	Perception	3D
--------------	----	------------	----

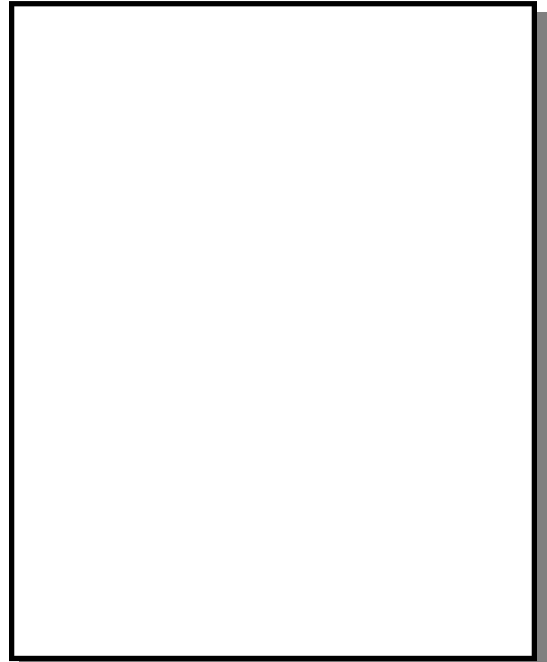
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____

Physique	2D	Powers:	Rank
----------	----	---------	------

lifting	_____	Super Speed	5
running	_____		
stamina	_____		
swimming	_____		

Presence	2D		
----------	----	--	--

animal hand.	_____		
charm	_____		
command	_____		
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**

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

**Disadvantages:**

Hindrance R2 (Attention Deficit Disorder. Investigation, Know-how, search)  
 Learning Problem R1  
 Secret ID R2

**Fate Points:** 1

**Ka Points:** 4

**Character Points:** 5

**Body Points:**

**Physical Damage:** 1D

**Move:** 50M

**Funds:** 3D

**Total Points Spent:** 102

**Equipment:**

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

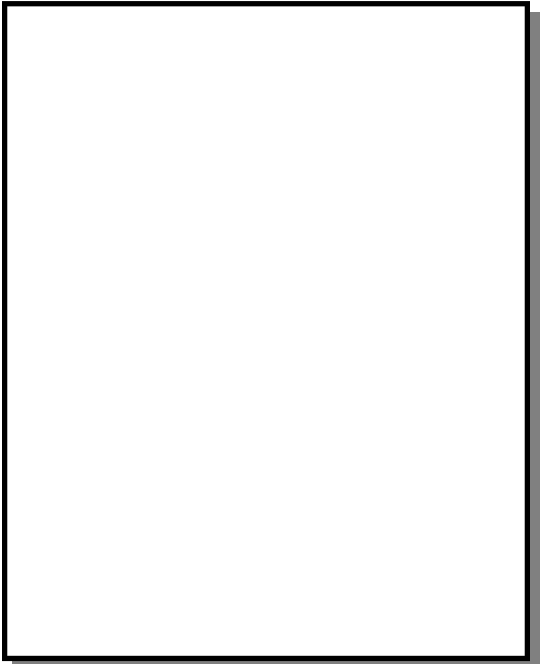
# D6 Powers

## Movement Specialist (The Flyer)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	3D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	3D	Perception	3D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	3D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	2D	Powers:	Rank
animal hand.	_____	Flight	7
charm	_____	Luck	3
command	_____		
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**  
 Skill Minimum R4 (flying)  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Strange Appearance R1 (wings)  
 Secret ID R2  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** 2D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 96

**Equipment:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Mutant (Child of the Atom)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b> <b>3D</b>	<b>Knowledge</b> <b>3D</b>
---------------------------	----------------------------

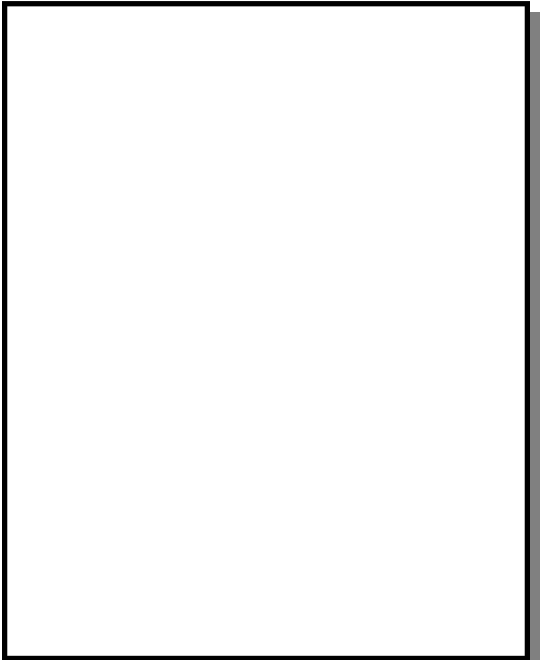
acrobatics _____	business _____
brawling _____	demolition _____
climbing _____	forgery _____
contortion _____	gadgetry _____
dodge _____	languages _____
flying _____	medicine _____
jumping _____	navigation _____
melee combat _____	Scholar _____
riding _____	security _____
sneak _____	tech _____

<b>Coordination</b> <b>3D</b>	<b>Perception</b> <b>3D</b>
-------------------------------	-----------------------------

lock picking _____	artist _____
marksmanship _____	hide _____
missile weapon _____	gambling _____
piloting _____	know-how _____
sleight of hand _____	investigation _____
throwing _____	repair _____
<b>Physique</b> <b>3D</b>	search _____
lifting _____	streetwise _____
running _____	survival _____
stamina _____	tracking _____
swimming _____	

<b>Presence</b> <b>3D</b>	<b>Powers:</b> <b>Rank</b>
---------------------------	----------------------------

animal hand. _____	Ice Manipulation* 5
charm _____	*(one rank always on)
command _____	_____
con _____	_____
disguise _____	_____
intimidation _____	_____
persuasion _____	_____
willpower _____	_____



**Advantages:**

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

**Disadvantages:**

Prejudice R1 (Mutie Scum)  
 Strange Appearance R1 (Icy Blue Skin)  
 Enemy R6 (Mutant Hunting Organization) Power level 2, Large Organization, Uncommon

<b>Fate Points:</b>	1
<b>Ka Points:</b>	6
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical Damage:</b>	2D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	94

**Equipment:**

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

# D6 Powers

## Mutant (Experiment Gone Wrong)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3    Age: \_\_\_\_\_    Height: \_\_\_\_\_    Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b> <b>3D</b>	<b>Knowledge</b> <b>3D</b>
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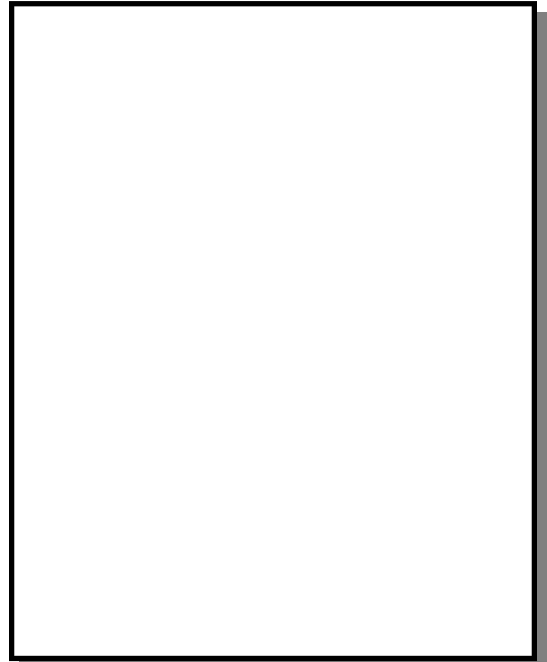
acrobatics _____	business _____
brawling _____	demolition _____
climbing _____	forgery _____
contortion _____	gadgetry _____
dodge _____	languages _____
flying _____	medicine _____
jumping _____	navigation _____
melee combat _____	Scholar _____
riding _____	security _____
sneak _____	tech _____

<b>Coordination</b> <b>3D</b>	<b>Perception</b> <b>3D</b>
-------------------------------	-----------------------------

lock picking _____	artist _____
marksmanship _____	hide _____
missile weapon _____	gambling _____
piloting _____	know-how _____
sleight of hand _____	investigation _____
throwing _____	repair _____
<b>Physique</b> <b>3D</b>	search _____
lifting _____	streetwise _____
running _____	survival _____
stamina _____	tracking _____
swimming _____	

<b>Presence</b> <b>3D</b>	<b>Powers:</b> <b>Rank</b>
---------------------------	----------------------------

animal hand. _____	Extra Limbs                      5
charm _____	Drain                              4
command _____	_____
con _____	_____
disguise _____	_____
intimidation _____	_____
persuasion _____	_____
willpower _____	_____



**Advantages:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Disadvantages:** \_\_\_\_\_

Achilles' Heel R3 (must drain 2D of another's Psy-  
 sique once per day)

Strange Appearance R3 (Tentacled Subhuman)

\_\_\_\_\_

\_\_\_\_\_

**Fate Points:** 1

**Ka Points:** 6

**Character Points:** 5

**Body Points:** \_\_\_\_\_

**Physical Damage:** 2D

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 96

**Equipment:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# D6 Powers

## Movement Specialist (The Teleporter)

Character Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

Archetype: \_\_\_\_\_

Species/Gender: \_\_\_\_\_

Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

\_\_\_\_\_

Reflexes	3D	Knowledge	3D
----------	----	-----------	----

acrobatics	_____	business	_____
------------	-------	----------	-------

brawling	_____	demolition	_____
----------	-------	------------	-------

climbing	_____	forgery	_____
----------	-------	---------	-------

contortion	_____	gadgetry	_____
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dodge	_____	languages	_____
-------	-------	-----------	-------

flying	_____	medicine	_____
--------	-------	----------	-------

jumping	_____	navigation	_____
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melee combat	_____	Scholar	_____
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riding	_____	security	_____
--------	-------	----------	-------

sneak	_____	tech	_____
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Coordination	3D	Perception	3D
--------------	----	------------	----

lock picking	_____	artist	_____
--------------	-------	--------	-------

marksmanship	_____	hide	_____
--------------	-------	------	-------

missile weapon	_____	gambling	_____
----------------	-------	----------	-------

piloting	_____	know-how	_____
----------	-------	----------	-------

sleight of hand	_____	investigation	_____
-----------------	-------	---------------	-------

throwing	_____	repair	_____
----------	-------	--------	-------

Physique	3D	Powers:	Rank
----------	----	---------	------

lifting	_____	Teleportation	5
---------	-------	---------------	---

running	_____	OR	
---------	-------	----	--

stamina	_____	Spatial Warping	3
---------	-------	-----------------	---

swimming	_____		
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Presence	3D		
----------	----	--	--

animal hand.	_____		
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charm	_____		
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command	_____		
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con	_____		
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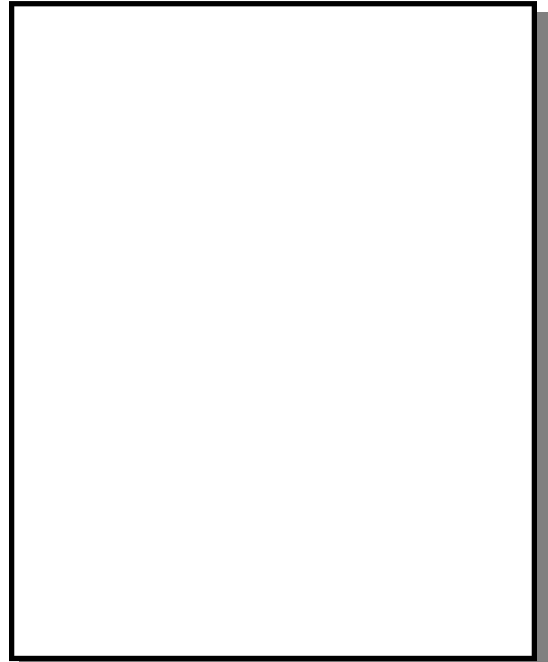
disguise	_____		
----------	-------	--	--

intimidation	_____		
--------------	-------	--	--

persuasion	_____		
------------	-------	--	--

willpower	_____		
-----------	-------	--	--

	_____		
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### Advantages:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Disadvantages:

Seceret ID R2

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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### Equipment:

\_\_\_\_\_

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\_\_\_\_\_

# D6 Powers

## Shape Changer (The Rubber man)

Character Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

Archetype: \_\_\_\_\_

Species/Gender: \_\_\_\_\_

Power Level : 3    Age: \_\_\_\_\_    Height: \_\_\_\_\_    Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

\_\_\_\_\_

<b>Reflexes</b>	<b>4D</b>	<b>Knowledge</b>	<b>3D</b>
-----------------	-----------	------------------	-----------

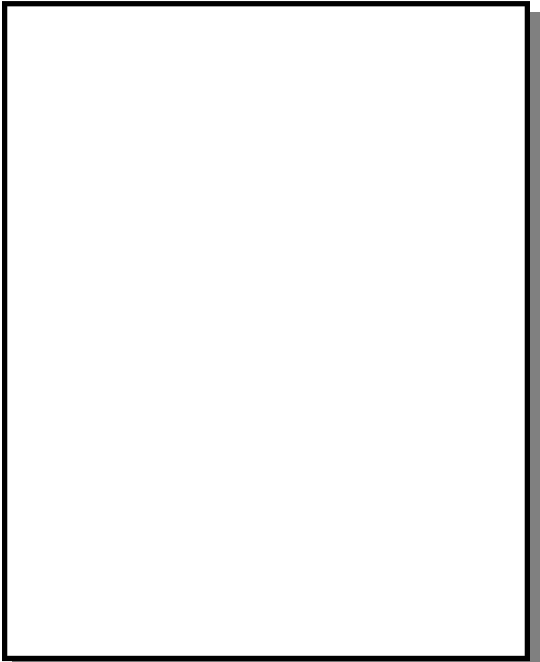
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

<b>Coordination</b>	<b>3D</b>	<b>Perception</b>	<b>3D</b>
---------------------	-----------	-------------------	-----------

lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
<b>Physique</b>	<b>3D</b>	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		

<b>Presence</b>	<b>2D</b>	<b>Powers:</b>	<b>Rank</b>
-----------------	-----------	----------------	-------------

animal hand.	_____	Stretching	3
charm	_____	Energy Absorption (kinetic)	3
command	_____	Super Jump	2
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Disadvantages:**

Secret ID R2

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Fate Points:** 1

**Ka Points:** 4

**Character Points:** 5

**Body Points:**

**Physical Damage:** 2D

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 101

**Equipment:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

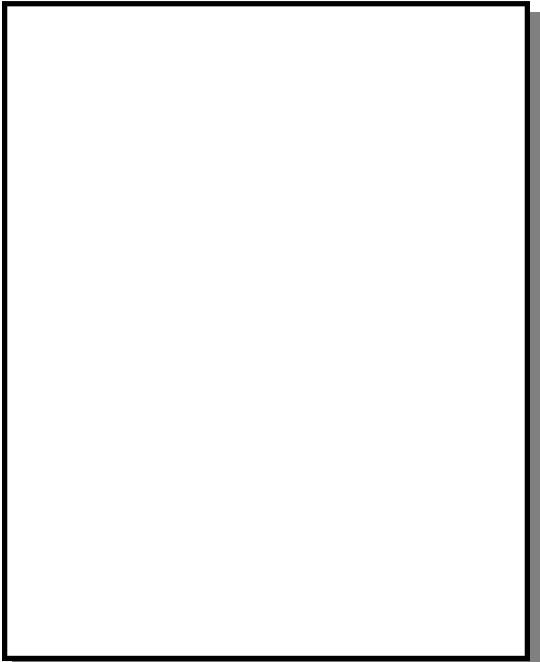
# D6 Powers

## Shape Changer (Lycanthrope)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	2D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	2D	Perception	3D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	4D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____		
Presence	3D	Powers:	Rank
animal hand.	_____	Shape Shifter*	5
charm	_____	Natural Weaponry (Claws)*	2
command	_____	Super Tracking *	3
con	_____	*= Super heroic Form (Wolf)	
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Seceret ID R2  
 Quirk R1 (loves to eat raw meat)  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** 2D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 84

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Shape Changer (MetaMorph)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3    Age: \_\_\_\_\_    Height: \_\_\_\_\_    Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b> <b>3D</b>	<b>Knowledge</b> <b>2D</b>
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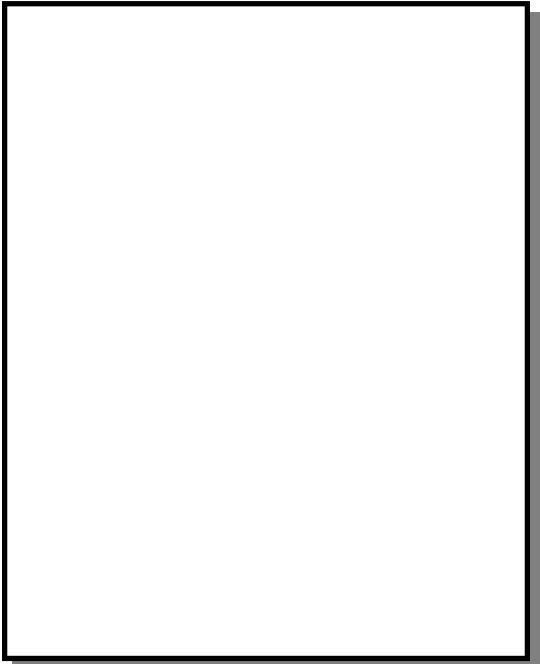
acrobatics _____	business _____
brawling _____	demolition _____
climbing _____	forgery _____
contortion _____	gadgetry _____
dodge _____	languages _____
flying _____	medicine _____
jumping _____	navigation _____
melee combat _____	Scholar _____
riding _____	security _____
sneak _____	tech _____

<b>Coordination</b> <b>3D</b>	<b>Perception</b> <b>3D</b>
-------------------------------	-----------------------------

lock picking _____	artist _____
marksmanship _____	hide _____
missile weapon _____	gambling _____
piloting _____	know-how _____
sleight of hand _____	investigation _____
throwing _____	repair _____
<b>Physique</b> <b>5D</b>	search _____
lifting _____	streetwise _____
running _____	survival _____
stamina _____	tracking _____
swimming _____	

<b>Presence</b> <b>2D</b>	<b>Powers:</b> <b>Rank</b>
---------------------------	----------------------------

animal hand. _____	Molecular Mimic                      5
charm _____	OR
command _____	Duplication                      7
con _____	
disguise _____	
intimidation _____	
persuasion _____	
willpower _____	



**Advantages:**

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

**Disadvantages:**

Secret ID R2  
 Enemy Lab experiment hunted by the US government (Power level 2, government, common) R7

<b>Fate Points:</b>	1
<b>Ka Points:</b>	4
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical Damage:</b>	3D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	98

**Equipment:**

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



# D6 Powers

## Sorcerer/Mystic (The Fey Wanderer)

Character Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

Archetype: \_\_\_\_\_

Species/Gender: \_\_\_\_\_

Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

\_\_\_\_\_

Reflexes	2D	Knowledge	3D
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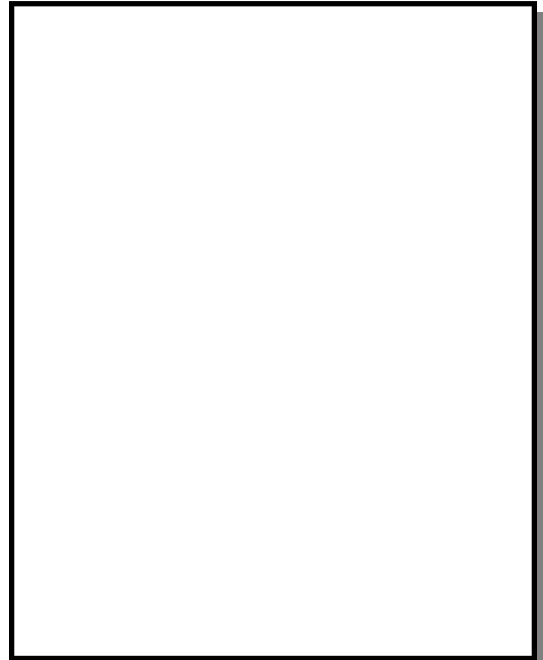
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	2D	Perception	7D
--------------	----	------------	----

lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
		search	_____
		streetwise	_____
		survival	_____
		tracking	_____

Physique	2D	Powers:	Rank
----------	----	---------	------

animal hand.	_____	Sorcery*	7
charm	_____	Longevity	_____
command	_____		_____
con	_____		_____
disguise	_____	*= Incantations, Focus & Physical Gestures	_____
intimidation	_____		_____
persuasion	_____		_____
willpower	_____		_____



**Advantages:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Disadvantages:**

Seceret ID R2

Strange Appearance R1 (pale skin and pointed ears)

\_\_\_\_\_

\_\_\_\_\_

**Fate Points:** 1

**Ka Points:** 4

**Character Points:** 5

**Body Points:**

**Physical Damage:** 1D

**Move:** 10M

**Funds:** 3D

**Total Points Spent:** 115

**Equipment:**

Staff of Al'mator (toughness 2D, Light Manipulation 2, Equipment, Obvious)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

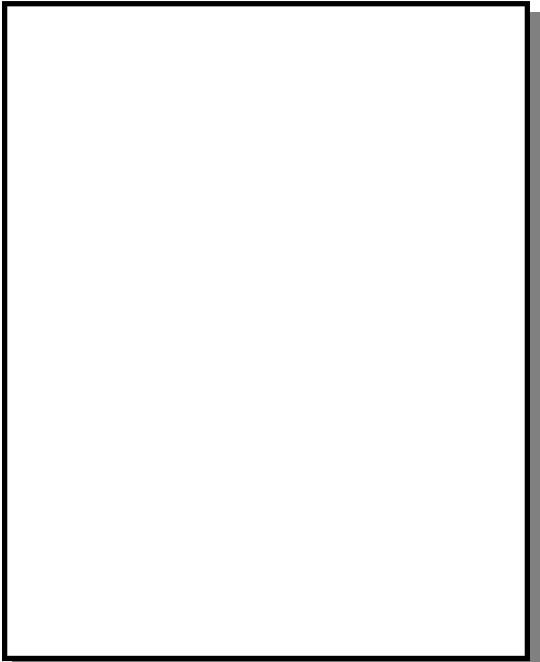
# D6 Powers

## Sorcerer/Mystic (Young Mystic)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	2D
acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____
Coordination	3D	Perception	4D
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____
Physique	3D	search	_____
lifting	_____	streetwise	_____
running	_____	survival	_____
stamina	_____	tracking	_____
swimming	_____	Powers:	Rank
Presence	3D	Magic Blast	3
animal hand.	_____	Force Shield	4
charm	_____	Matter Manipulation*	5
command	_____	*= Incantations& Focus	
con	_____	Flight	3
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** \_\_\_\_\_  
 Secret ID R2  
 Age R1 (young)  
 Ball and Chain R4 (mother and father)  
 \_\_\_\_\_  
 \_\_\_\_\_

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:** \_\_\_\_\_  
**Physical Damage:** \_\_\_\_\_  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 109

**Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Warrior (The Feral Scrapper)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	2D
----------	----	-----------	----

acrobatics	_____	business	_____
brawling	_____	demolition	_____
climbing	_____	forgery	_____
contortion	_____	gadgetry	_____
dodge	_____	languages	_____
flying	_____	medicine	_____
jumping	_____	navigation	_____
melee combat	_____	Scholar	_____
riding	_____	security	_____
sneak	_____	tech	_____

Coordination	2D	Perception	4D
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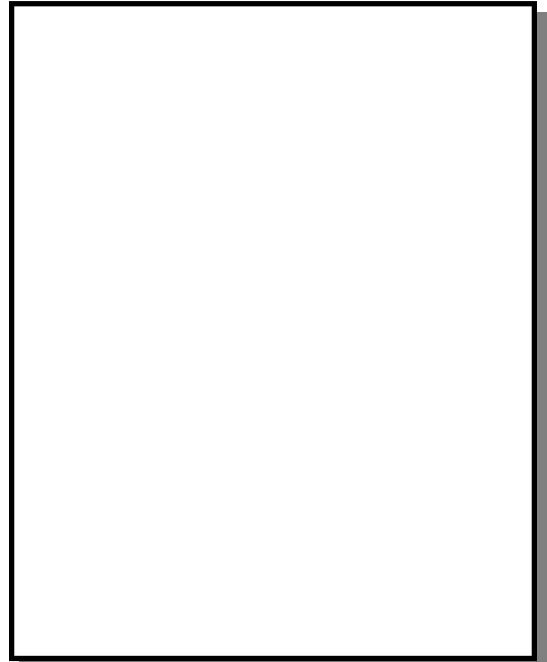
lock picking	_____	artist	_____
marksmanship	_____	hide	_____
missile weapon	_____	gambling	_____
piloting	_____	know-how	_____
sleight of hand	_____	investigation	_____
throwing	_____	repair	_____

Physique	3D	Powers:	Rank
----------	----	---------	------

lifting	_____	Combat Sense	_____
running	_____	Fast Reaction	2
stamina	_____	Natural Weaponry	3
swimming	_____	Regeneration	2
		Super Tracking	1

Presence	3D		
----------	----	--	--

animal hand.	_____		
charm	_____		
command	_____		
con	_____		
disguise	_____		
intimidation	_____		
persuasion	_____		
willpower	_____		



**Advantages:**  
 Extra Body Points R3  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**  
 Infamy R1  
 Quirk R2 (angry)  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Fate Points:</b>	1
<b>Ka Points:</b>	6
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical Damage:</b>	2D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	102

**Equipment:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Warrior (Combat Specialist)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_

<b>Reflexes</b> <b>4D</b>	<b>Knowledge</b> <b>2D</b>
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acrobatics _____ brawling _____ climbing _____ contortion _____ dodge _____ flying _____ jumping _____ melee combat _____ riding _____ sneak _____	business _____ demolition _____ forgery _____ gadgetry _____ languages _____ medicine _____ navigation _____ Scholar _____ security _____ tech _____
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<b>Coordination</b> <b>4D</b>	<b>Perception</b> <b>3D</b>
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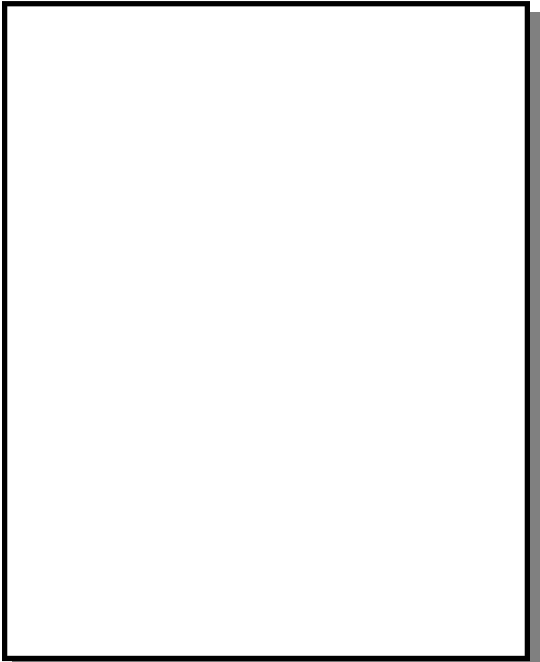
lock picking _____ marksmanship _____ missile weapon _____ piloting _____ sleight of hand _____ throwing _____	artist _____ hide _____ gambling _____ know-how _____ investigation _____ repair _____ search _____ streetwise _____ survival _____ tracking _____
---	---

<b>Physique</b> <b>3D</b>	<b>Powers:</b> <b>Rank</b>
---------------------------	----------------------------

lifting _____ running _____ stamina _____ swimming _____	Combat Sense _____ Fast reaction <b>3</b> _____ _____ _____ _____ _____ _____ _____ _____
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<b>Presence</b> <b>4D</b>	
---------------------------	--

animal hand. _____ charm _____ command _____ con _____ disguise _____ intimidation _____ persuasion _____ willpower _____	
--	--



**Advantages:**

Extra Body Points R3 \_\_\_\_\_  
 Ominous Demeanor R2 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:**

Secret ID R2 \_\_\_\_\_  
 Quirk R3 (flash Back to his families death) \_\_\_\_\_  
 \_\_\_\_\_

<b>Fate Points:</b>	1
<b>Ka Points:</b>	8
<b>Character Points:</b>	5
<b>Body Points:</b>	
<b>Physical Damage:</b>	2D
<b>Move:</b>	10M
<b>Funds:</b>	3D
<b>Total Points Spent:</b>	82

**Equipment:**

Tonfa Sticks: Damage +1D6 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_