NECESSARY EVIL

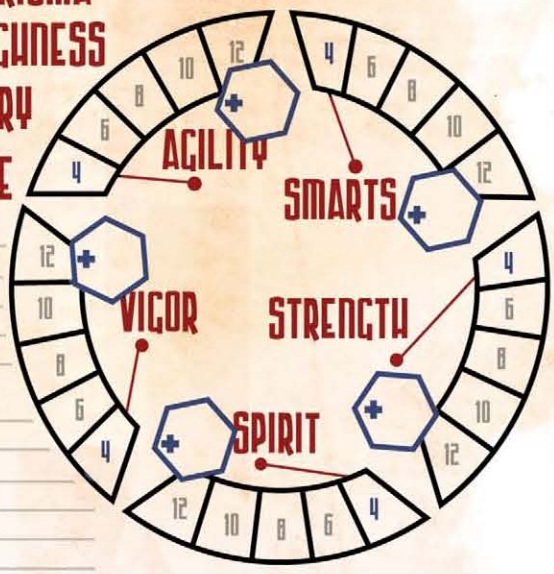
CODENAME

CIVILIAN IDENTITY:

THREAT RATING (RANK):

ORIGIN OF PARAHUMAN ABILITIES:

	NOTES	MOD	BASE
CHARISMA			
TOUGHNESS			
PARRY			
PACE			



HINDRANCES:

EDGES:

SKILLS 4 6 8 10 12	SKILLS 4 6 8 10 12	SKILLS 4 6 8 10 12

FATIGUE

-1

-2

INC!

-3

-2

-1

WOUNDS

(COST) POWER	RANGE	DAMAGE	SIDE EFFECTS-MODS-NOTES