

Organization/Team Name: \_\_\_\_\_

Goals: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# VILLAINS AND VIGILANTES

Government Sactions: \_\_\_\_\_

Base of Operations: \_\_\_\_\_

Status: \_\_\_\_\_

Position	Active Members	Reserve Members
1. Leader	_____	_____
2. Communications	_____	_____
3. Cover and Disguise	_____	_____
4. Defense	_____	_____
5. Load Bearing	_____	_____
6. Long Range Offense	_____	_____
7. Non-Lethal Attacks	_____	_____
8. Obstacle Defeating	_____	_____
9. Reconnaissance	_____	_____
10. Short Range Offense	_____	_____
11. Transportation	_____	_____
12. Other	_____	_____
<b>Inactive Members:</b>	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
<b>Base Staff:</b>	_____	_____
_____	_____	_____
_____	_____	_____
<b>Honorary Members:</b>	_____	_____
_____	_____	_____
_____	_____	_____
<b>Allies:</b>	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
<b>Enemies:</b>	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Resources/Equipment:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**WEAPONS**

WEAPON	MELEE STATS		RANGE STATS			AMMO	NOTES
	TO HIT	DAMAGE	TO HIT	RANGE	DAMAGE		
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

**VEHICLES**

VEHICLE	WEIGHT	PASS	CARGO	SPEED (MPH)	HIT POINTS		WEAP	EQUIP
					DIS	DEMO		
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
WEAPON	TO HIT	RANGE	DAMAGE	WEAPON	TO HIT	RANGE	DAMAGE	
_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	
EQUIPMENT	NOTES	EQUIPMENT	NOTES					
_____	_____	_____	_____					
_____	_____	_____	_____					
_____	_____	_____	_____					

**GUARDIAN ANIMALS/PETS**

NAME	WEIGHT	STR	END	AGL	INT	CHA	HITS	ACC	DMG	PWR	MOVE
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
HEAL	% HID	% DAN	CARRY CAP	BASIC HTH	EXPERIENCE	LVL	SEX	AGE	COLOR		
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		
POWERS											
_____											
_____											
_____											
_____											
NOTES											
_____											
_____											
_____											