



Character Sheet

Player:

Level:

X.P. Spent:

Total X.P.:

Name:

Alias:

Prof:

Age:

Ht.:

Wt.:

Eyes:

Hair:

Ethnic:

Punching:

Hit Points:

Charges:

Ability Scores

Muscle	d100	+	modifier	=	Total
Agility	d100	+	modifier	=	Total
Observation	d100	+	modifier	=	Total
Presence	d10	+	modifier	=	Total
Driving	Agility	+	observation	=	Subtotal
		÷	2	=	Total
Luck	d100	÷	2	=	Total

Injuries

Wounds		Bruises	

Skills

Weapons/Equipment