

CHARACTER SHEET

Character Name:	Character Sketch:										
Patron Name:											
Race:											
Template Type:											
Profession:											
Quote:											
Strength: Nimble: Aim:											
Smarts: Cool: Common Sense:											
Luck: /Used: Oops! Points:											
Strength Damage Bor	nus:										
			Arm.Value		Mass						
							Description	:			
Shitck:											
Experience Points:											
Special Characteristic	s:										
							Friends/Enemies:				
[] Ambidexterious	One Time: Aim>3 - 6 <d100< td=""><td>)[</td><td>] Double</td><td>Jointed</td><td>One Nim></td><td>Time: 5 -11<d100< td=""><td></td><td></td><td></td><td></td></d100<></td></d100<>)[] Double	Jointed	One Nim>	Time: 5 -11 <d100< td=""><td></td><td></td><td></td><td></td></d100<>					
Money:											
Contracts and / or De	bits:										
Other:											
	-							i	·		
Weapon:	Type:	Hit	Bonus(1)	Max Dar	n.(2)	Range:	Bonus+Skill	Mass:		Shots:	
Skill			Associated Attribute		l Skill Level		Skill Level Modifier	Racial Bonus		Skill Score Score	
					Level		Wounter	Donus			
					-			I			

Skill		Associated Attribute		Skill Level	Skill Level Modifier	Racial Bonus	Skill Score Score			
Special Stuff:										
Name:	Name: Size		Value:	Description/Notes:						
Stuff:				Stuff:						
			,							
Notes:				Notes:						