FROM STRENGTH TO UNITY

Character Name _____ Player _____

Character Type _____ Campaign _____

Height _____ Weight _____ Hair _____ Eyes _____

Build _____ Marks _____

Description _____

LIFE [ ] DRAMA [ ] EXPERIENCE [ ]

ATTRIBUTES

Strength _____ Intelligence _____

Dexterity _____ Perception _____

Consituion _____ Willpower _____

SKILLS

Brawling		Science	
Crime		Seduction	
Engineer		Ships Systems	
Federation		Sleight of Hand	
General Knowledge		Smooth Talking	
Gun Fighting		Stealth	
Hand to Hand		Streetwise	
Intimidation		Survival	
Medical		Wild Card	
Notice		_____	

USEFUL INFORMATION

Initative (D10 + Dex) _____

Perception (D10 + PER + Notice) _____

NOTES

SUCCESS LEVELS

Roll Total	Success Level	Description
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very Good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind-Boggling
27-29	8	Outrageous
30-32	9	SuperHeroid
33-35	10	God-Like
+3	+1	

QUALITIES

DRAWBACKS

COMBAT MANEUVERS

Maneuver	Bonus	Base Damage	Notes

FOR PERSONAL USE ONLY

Created By Pauljh@blueyonder.co.uk