

UNISYSTEM FIREFLY

Character Name

Player

Character Type

Campaign

Height
Build

Weight
Marks

Hair Eyes

Description

Life Drama Experience

ATTRIBUTES

Strength Intelligence

Dexterity Perception

Constitution Willpower

SKILLS

Acrobatics	Stealth
Barter	Survival
Computer
Crime
Lowlife
Highlife
Drive
Ride
Influence
Knowledge
Gunplay
Dueling
Brawling
Medical
Fixit
Notice
Science

QUALITIES

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DRAWBACKS

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COMBAT MANEUVERS

Maneuver	Bonus	Base	Dam	Notes
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SUCCESS LEVELS

Roll	Success	
Total	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	SuperHeroic
33-35	10	God-Like
+3	+1	

USEFUL INFORMATION

Initiative (D10 + Dex)
Perception (D10 + PER + Notice)