Character Name		Life Points		
Character Type	Hero	Drama Points		
Player		Experience Points		

Attributes (20 points)

Strength	___	Intelligence	___
Dexterity	___	Perception	___
Constitution	___	Willpower	___

Skills (20 points)

Acrobatics	___	Knowledge	___
Art	___	Kung Fu	___
Computers	___	Languages	___
Crime	___	Mr. Fix-It	___
Doctor	___	Notice	___
Driving	___	Occultism	___
Getting Medieval	___	Science	___
Gun Fu	___	Sports	___
Influence	___	Wild Card	
		_____	___

Useful Information	Bonus
Initiative (DEX + d10)	
Perception (PER + Notice + d10)	

Roll Total	Success Levels	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	Super-heroic
33-35	10	Godlike
+3	+1	

Qualities (20 points)

_____	_____
_____	_____
_____	_____
_____	_____

Drawbacks (up to 10 points)

_____	_____
_____	_____
_____	_____
_____	_____

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes