UNISYSTEM CHARACTER SHEET

By Quintin Stone - http://www.rps.net/QS

Character Name _____
Type/Association _____
Description/Concept _____
_____

PRIMARY ATTRIBUTES

STRength	_____	INTelligence	_____
DEXterity	_____	PERception	_____
CONstitution	_____	WILLpower	_____

SECONDARY ATTRIBUTES

Life Points	_____	Endurance Pts	_____
Speed	_____	Essence Pool	_____
_____			
Spent Points	_____	Unspent Points	_____

Sex	_____	Height	_____	Hair	_____
Age	_____	Weight	_____	Eyes	_____
Notes	_____				

_____
_____
_____
_____
_____
_____

Qualities	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Drawbacks	Points
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Skills	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Powers	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Powers	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Armor

Type	Loc	Value
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Success Levels Table

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	Superheroic
33-35	10	God Like

Weapons/Combat Maneuvers

Weapon or Maneuver	Weapon Range	Base Damage	Rate	Recoil	Attack Bonus	Ammo	Capacity	EV
_____	_____	_____	____	____	____	____	____	___
_____	_____	_____	____	____	____	____	____	___
_____	_____	_____	____	____	____	____	____	___
_____	_____	_____	____	____	____	____	____	___
_____	_____	_____	____	____	____	____	____	___
_____	_____	_____	____	____	____	____	____	___
_____	_____	_____	____	____	____	____	____	___

Character Sketch

Possessions

Item	EV	Loc	Item	EV	Loc

Vehicles/Mounts

Type	Weight	Speed	Accel	Range	Toughness	Handling	DC	AV	Acc

Allies/Contacts

Enemies

Character History

Personality

Strengths

Weaknesses

Romatic Interests
Role within the Group

Short Term Goals

Long Term Goals