| Character Name | | Life Points | | |
|---|---|---|---|---|
| Character Type | Champion | Drama Points | | |
| Description | | Experience Points | | |

## Attributes (20 points)

| | | | |
|---|---|---|---|
| Strength | ___ | Intelligence | ___ |
| Dexterity | ___ | Perception | ___ |
| Constitution | ___ | Willpower | ___ |

## Skills (30 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 | |
| | | _____ | ___ |

## Qualities (20 points)

_____ _____

_____ _____

_____ _____

_____ _____

## Drawbacks (up to 10 points)

_____ _____

_____ _____

_____ _____

_____ _____

## Combat Maneuvers

| Maneuver | Bonus | Base Damage | Notes |
|---|---|---|---|
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## Useful Information

| | |
|---|---|
| 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 | |