Character Name		Life Points		
Character Type	Spacefarers & Prairie Folk	Drama Points		
Description		Experience Points		

Attributes (15 points)			
Strength	___	Intelligence	___
Dexterity	___	Perception	___
Constitution	___	Willpower	___

Skills (15 points)			
Acrobatics	___	Languages	___
Art	___	Medical	___
Barter	___	Melee	___
Computers	___	Mr. Fix-It	___
Crime	___	Notice	___
Fisticuffs	___	Pilot	___
Gun Play	___	Ride	___
Influence	___	Science	___
Knowledge	___	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 (15 points)	
_____	_____
_____	_____
_____	_____
_____	_____

Drawbacks (up to 15 points)	
_____	_____
_____	_____
_____	_____
_____	_____

Combat Maneuvers			
Maneuver	Bonus	Base Damage	Notes