POCKET™ UNIVERSE

CHARACTER RECORD SHEET

Player: _____

Character Name: _____ **Age:** _____ **Sex:** _____

PHYS: _____ **Hits:** [ ] _____ **Move:** _____

DEFT: _____ **Armored DEFT:** _____ **Initiative:** ___ (1-2) / ___ (3-8) / ___ (9-10) : _____

INTL: _____ **EPs: Starting:** _____ **Spent:** _____ **Unspent:** _____

WILL: _____ **Appearance:** _____ **Contact Points:** _____

Personal Traits: _____

_____

_____

_____

_____

_____

Contacts: _____

_____

_____

PORTRAIT

EPs:	Skill Name:	Base:		Plus:		Skill:
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____
____	_____	____	+	____	=	____

Money: _____

Equipment: _____

_____

_____

_____

Weapon:	Skill:		Hit:		Total:	Range:	Damage: 1-2	3-8	9-10
_____	____	+	____	=	____	_____	____	____	____
_____	____	+	____	=	____	_____	____	____	____
_____	____	+	____	=	____	_____	____	____	____
_____	____	+	____	=	____	_____	____	____	____

Defenses:	Skill Name:	Skill:	Modifiers:		Total:
Melee:	_____	____	_____	-10=	____
Missile:	_____	____	_____	-10=	____

Shield: _____ + ____ (Modifier) **Hits:** [ ] _____

		DEFT Limit	Physical	Energy
Worn Armor:	_____	____	____	____
Natural Armor:	_____		+ ____	+ ____
Helmet:	_____		____ (Physical) / ____ (Energy)	+ ____ / + ____
Total Armor:			____	____

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