Weapons/Combat Maneuvers

Type or Maneuver	Rate of Fire # of Attacks	Attack Bonus	Base Damage	Damage Bonus

Gear

Possessions

Range Modifiers - Strike/Damage

Point B	Short	Medium	Long	Extreme
+1/+1	0/0	-1/0	-3/-1	-6/-2

Allies/Contacts

Enemies

Character History

Unisystem, specific game terms and icons are © 1999-2002 C.J. Carella. All Rights Reserved.
Character Sheet © 2002 Jody Denton