

STARGATE

UNISYSTEM CHARACTER SHEET



LIFE POINTS 65
 DRAMA POINTS 10
 EXPERIENCE POINTS _____



CHARACTER NAME Ronon Dex
 CHARACTER TYPE Hunted turned Hunter
 DESCRIPTION Season Two Hero

ATTRIBUTES

STRENGTH	<u>5</u>	INTELLIGENCE	<u>2</u>
DEXTERITY	<u>5</u>	PERCEPTION	<u>4</u>
CONSTITUTION	<u>5</u>	WILLPOWER	<u>4</u>

SKILLS

ART	_____	MEDICINE	<u>1</u>
ATHLETICS	<u>1</u>	MELEE	<u>6</u>
COMPUTERS	_____	MYTHOLOGY	_____
DEMOLITIONS	_____	NOTICE	<u>4</u>
DRIVE	_____	PILOT	_____
EDUCATION	<u>1</u>	REPAIR	<u>2</u>
HAND-TO-HAND	<u>6</u>	SCIENCES	_____
INFLUENCE	<u>1</u>	STARGATE	_____
LANGUAGES	_____	STEALTH	<u>3</u>
MARKSMANSHIP	<u>6</u>	WILD CARD	_____

QUALITIES

Attractiveness +1	Fast Reaction Time
Hard to Kill 5	Nerves of Steel
Survivor	_____
_____	_____
_____	_____

DRAWBACKS

Mental Problems (Mild Cruelty)	Mental Problems (Mild Paranoia)
_____	_____
_____	_____
_____	_____

USEFUL INFORMATION

INITIATIVE (D10+DEX) _____
 PERCEPTION (D10+PER+NOTICE) _____

NOTES

SUCCESS LEVELS TABLE		
ROLL	SUCCESS	
TOTAL	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
+3	+1	

COMBAT MANEUVERS

Type	Atk	Dmg	Notes
Blaster Pistol	<u>11</u>	<u>16</u>	energy, stun (taser)
Sword	<u>11</u>	<u>20</u>	slash/stab
Punch	<u>11</u>	<u>10</u>	bashing
Kick	<u>10</u>	<u>12</u>	bashing
Knockout	<u>9</u>	<u>5</u>	lights out
Takedown	<u>10</u>	<u>5</u>	knockdown
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____