CINEMATIC UNISYSTEM CHARACTER SHEET

Basic Information

Player Name	
Character Name	
Character Type	
Campaign	

Attributes

Strength		Intelligence	
Dexterity		Perception	
Constitution		Willpower	

Skills

Acrobatics		Knowledge	
Art		Kung Fu	
Computers		Languages	
Crime		Mr. Fix-It	
Doctor		Notice	
Driving		Occultism	
Getting Medieval		Science	
Gun Fu		Sports	
Influence		Wild Card	

Useful Information

Initiative (d10+Dex)	
Perception (d10+Per+Notice)	
Survival (d10+Con+Will)	
Fear (d10+Will x 2)	

Notes

Success Levels

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
30-31	9	Super heroic
33-35	10	Godlike
+3	+1	N/A

Points

Life Points		Experience Points	
Drama Points		Unspent Points	

Qualities

Drawbacks

Combat Maneuvers

Maneuver	Bonus	DMG	Notes

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Traits

Sex	Age
Height	Weight
Hair	Eyes

Description

Goals

Quote

Roleplaying

Photo

Notes

Allies

Enemies

Character History

Possessions

Weapons

Type	Cap	DMG	Range / Notes

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