

Universal Dalsadium Character Sheet

NATURAL / IMPLANT WEAPONS

NATURAL / SPECIAL ABILITIES

CYBERNETICS / BIONICS

NATURAL / CYBER-ARMOR

COMBAT STATISTICS

FIGHTING STYLE: _____

ATTACKS: _____
 DAMAGE: _____
 STRIKE: _____
 PARRY: _____
 DODGE: _____
 AUTO-DODGE: _____
 ROLL /W PUNCH: _____
 BREAKFALL: _____
 ENTANGLE: _____
 CRITICAL: _____
 KNOCKOUT: _____
 DEATH BLOW: _____
 KICK ATTACKS: _____

INITIATIVE: _____
 LEAP / DIST.: _____
 BALANCE: _____
 DISARM: _____
 GRAB: _____
 HOLDS: _____
 PIN: _____
 PULL PUNCH: _____
 CRUSH: _____

BODY BLOCK: _____
 BODY FLIP/THROW: _____
 BACK FLIP: _____ %
 JOINT LOCKS: _____
 HAND ATTACKS: _____
 COMBO ATTACKS: _____

OTHER: _____

GENERAL STATISTICS

TRUST/INTIMIDATE: _____ %
 CARRY WEIGHT LIMIT: _____
 (PS 3-16 x 10 = lbs / PS 17+ x 20 = lbs)
 RUNNING SPEED: _____
 (Spd x 5 = Yards per Melee)
 (Yards ÷ Attacks = Yards per Attack)

CHARM/IMPRESS: _____ %
 LIFT WEIGHT LIMIT: _____
 (lbs x 2)
 JUMPING: _____
 (Average = 4ft high x 5ft in length)
 Super Human = Average x 2

THROWING DISTANCE: _____ Ft.
 (PS x 2 = Feet)
 SWIMMING SPEED: _____
 (PS x 3 = feet per melee)

SAVING THROWS

LETHAL POISON (14): _____
 HARMFUL DRUGS (15): _____
 PSIONICS (15/12/10): _____
 MAGIC SPELL (12+): _____

NON-LETHAL (16): _____
 INSANITY (12): _____
 HORROR FACTOR: _____
 MAGIC RITUAL: _____

POSSESSION: _____
 PAIN(14): _____
 COMA/DEATH: _____ %

[] DC BY LOCATION

HANDS _____
 LEGS _____
 ARMS _____
 FEET _____
 WEAPON _____

HEAD _____
 *MAIN BODY _____
 * _____

SPECIAL: _____

NOTES: _____