SyntheSys Character Sheet

Character Name ____________________ **Sex** ___
Player ____________________
Species ____________________ **Cost** ________
Job/Specialty ____________________
Concept/ Tagline ____________________

Stats

Stat	
Size	
Fitness	
Dexterity	
Coordination	
Constitution	
Learning	
Savvy	
Observation	
Expression	
Charisma	

Derived Stats

Stat	
Mass	
Strength	
Movement	

Cost of Living		$/yr
Income		$/yr
Spending Cash		$

Armor ____________________
Weapons ____________________

Health Points

	Full	Half	Current
Head			
Chest			
Abdomen			
Right Arm			
Left Arm			
Right Leg			
Left Leg			

Stun Points

Full	Half	Current

Skills

	Base	Mult.	Skill	Cost

Melee Combat (Fit & Coord)

Ranged Combat (Dex & Obs)

Thrown Weapons (Dex & Coord)

Vehicle Skills (Dex & Coord)

Athletic Skills (Fit & Coord)

Observation Skills (Obs & Savvy)

Spontaneous Social Skills (Xpr & Cha)

Formal Social Skills (Lrn & Xpr)

Antisocial Skills (Savvy & Xpr)

Knowledge & Memory (Lrn & Obs)

Academic Skills (Lrn & Savvy)

Trade Skills (Dex & Lrn)

Species Cost		Starting XP	
Stats Cost		XP Earned	
Skills Cost			
Add'l Costs			
Total Cost		**Total XP**	