S.C.U.M.M.

Character Sheet

Character Name: **Player:**

Character Concept: **Campaign:**

Alertness		Body		Intelligence		Spirit	
Skill	**Lvl**	**Skill**	**Lvl**	**Skill**	**Lvl**	**Skill**	**Lvl**
Drive		Acrobatics		Business		Animal Handling	
Notice		Athletics		Computer		Disguise	
Pistols		Brawl		Forgery		Etiquette	
Rifles		Climb		Gamble		Intimidate	
Sleight		Endurance		Investigation		Leadership	
Stealth		Jump		Medicine		Persuasion	
Throw		Melee		Navigate		Seduction	
Tinker		Swim		Trivia		Streetwise	

Skill Specializations

Equipment	Weapon	Damage X	Range	Ammo
	Character Description			

Combat Sense		Injury	Threshold	Armor	Penalty	#
Defense		**Flesh Wound**			-1	
Stamina		**Deep Wound**			-2	
Health		**Instant Death**			Dead	

System Shock (lethal)											System Shock (nonlethal)									

Crawling	Normal	Running	Sprinting	Unarmed Damage	Armed Damage