

# Character Info



Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_

Function: \_\_\_\_\_  
 Affiliation: \_\_\_\_\_  
 Transformed Mode: \_\_\_\_\_  
 Scale: \_\_\_\_\_

Quote: \_\_\_\_\_

Background: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Wounds			
Result	Type	Mod.	Wounds
1,2	Scratch	-0	[ ][ ][ ]
3,4	Hurt	-1	[ ][ ][ ]
5,6	Very Hurt	-2	[ ][ ]
7,8	Incapacitated	out	[ ]
9+	Near Death	out	[ ]



<b>FUDGE Levels</b>	<b>Experience</b>	: _____
+4	Legendary	<b>FUDGE Points</b>
+3	Superb	: _____
+2	Great	<b>Attributes Given</b>
+1	Good	: _____
0	Fair	<b>Attributes Taken</b>
-1	Mediocre	: _____
-2	Poor	<b>Gifts Given</b>
-3	Terrible	: _____
-4	Abysmal	<b>Gifts Taken</b>
		: _____
		<b>Faults Given</b>
		: _____
		<b>Faults Taken</b>
		: _____

## Robot Mode

## Transformed Mode

Attribute	Rating
Strength	_____
Intelligence	_____
Speed	_____
Endurance	_____
Rank	_____
Courage	_____
Firepower	_____
Skill	_____
Armor (END & COU)	_____

Attribute	Rating
Strength	_____
Intelligence	_____
Speed	_____
Endurance	_____
Rank	_____
Courage	_____
Firepower	_____
Skill	_____
Armor (END & COU)	_____

Gift	Description
_____	_____
_____	_____
_____	_____
_____	_____

Gift	Description
_____	_____
_____	_____
_____	_____
_____	_____

Fault	Description
_____	_____
_____	_____
_____	_____
_____	_____

Fault	Description
_____	_____
_____	_____
_____	_____
_____	_____