

GANGBUSTERS™ Character Sheet

Player:			Character:	
Age:	Height:	Weight:	Color Eyes:	Color Hair:
Nickname/Alias:			Ethnic Background:	
Marks or Scars:				
Address:				
Profession:			Salary:	
Rank (if cop):			Political Party:	
Level:	Career Total X.P.s:		X.P.s to spend:	

Basic Ability Scores

Muscle	$\frac{\text{d100}}{\text{d100}} + \frac{\text{modifier}}{\text{modifier}} =$	$\frac{\text{total}}{\text{total}}$
Agility	$\frac{\text{d100}}{\text{d100}} + \frac{\text{modifier}}{\text{modifier}} =$	$\frac{\text{total}}{\text{total}}$
Observation	$\frac{\text{d100}}{\text{d100}} + \frac{\text{modifier}}{\text{modifier}} =$	$\frac{\text{total}}{\text{total}}$
Presence	$\frac{\text{d10}}{\text{d10}} + \frac{\text{modifier}}{\text{modifier}} =$	$\frac{\text{total}}{\text{total}}$
Driving	$\frac{\text{agility}}{\text{agility}} + \frac{\text{observation}}{\text{observation}} = \frac{\text{total}}{\text{total}} \div 2 =$	$\frac{\text{total}}{\text{total}}$
Luck	$\frac{\text{d100}}{\text{d100}} \div 2 =$	$\frac{\text{total}}{\text{total}}$
Hit Points	$\frac{\text{muscle}}{\text{muscle}} + \frac{\text{agility}}{\text{agility}} = \frac{\text{total}}{\text{total}} \div 10 = \text{total} + 5 =$	$\frac{\text{total}}{\text{total}}$
Injuries:	Wounds:	
	Bruises:	
Punching		$\frac{\text{total}}{\text{total}}$

<i>ABILITY/SKILL MODIFIERS TABLE</i>		<i>PRESENCE MODIFIERS TABLE</i>		<i>PUNCHING TABLE</i>	
<u>Dice Roll</u>	<u>Modifier</u>	<u>Dice Roll</u>	<u>Modifier</u>	<u>Muscle</u>	<u>Punching Score</u>
01 – 25	+ 25	1 – 3	+ 2	01 – 20	1
26 – 50	+ 15	4 – 7	+ 1	21 – 40	2
51 – 70	+ 10	8 – 10	+ 0	41 – 60	3
71 – 90	+ 5			61 – 80	4
91 – 00	+ 0			81 – 00	5

Skill	Cost in X.P.s	Score	Skill	Cost in X.P.s	Score
Accounting	35000		Forgery	35000	
Alarm Systems	20000		Gambling	20000	
Art Expertise	50000		Graphology (Forgery Detection)	20000	
Art Forgery	100000		Gunsmithing	50000	
Auto Body Work	20000		Jeweler	50000	
Auto Mechanics	20000		Knife Throwing	20000	
Auto Theft	5000		Lockpicking	5000	
Ballistics	35000		Martial Arts (expert rules)	35000	
Bookmaking	20000		Photography	5000	
Boxing (expert rules only)	20000		Pickpocketing	5000	
Chemical Analysis	50000		Public Relations	35000	
Counterfeit Detection	50000		Public Speaking	5000	
Counterfeiting	100000		Safecracking	35000	
Disguise	20000		Shadowing	5000	
Explosives	20000		Smuggling	20000	
Find Smuggled Goods	20000		Stealth	5000	
Fingerprinting	5000		Wiretapping	5000	

(Shaded boxes are exclusive skills)

Vehicular Information

Vehicle Type:	Psngrs:	Price:	HP:	A/B:	Top Spd:
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Weapons

Weapon	Caliber	Range	Damage	Rate	Ammo	# Mags (Bullets)/Type

Inventory

Item	Location	Item	Location	Item	Location

Notes about this Character: