

MSPE CHARACTER FOLDER

designed for use with Mercenaries, Spies and Private Eyes™
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Name **Ed Spring (mercenary, rescuer)**

Birthdate _____ Race _____ Nationality **UK**

Sex **M** \$ Carried **+200** \$ Stored **+700**

Level **2** APs **XX** Skill Points Unused **XX**

Eye color _____ Hair _____ Height _____ Weight _____

ST **12** LK **11** DEX **15** IQ **14** CON **11** CHR **14** SP **11**

Hand-to-Hand Adds **+5** Missile Adds **+0** Main weapon _____

Description, background, title, etc. _____

Lorem Ipsum

(Workspace) *Lorem Ipsum*

Skill	Level	APs	Skill	Level	
Ambush/Silent mov.	2	30x50 = 1500	Survival : desert	1	1x50 = 50
Alarm neutralisation	1	7x50 = 350	Survival : arctic	1	
Bomb neutralisation	1	1x50 = 50	Survival : jungle	1	
Lock pick/safecrack.	1	12x50 = 600	Survival : urban	1	3x50 = 150
Pilot helicopter	1	3x50 = 150	Horseman	1	1x50 = 50
Sky diving	1	2x50 = 100	Pugilist	1	10x50 = 500
Clip pistol	1	5x50 = 250			
Drive	1	4x50 = 200			
Swim	1	1x50 = 50			
Cook	1	0x50 = 0			

Weapons:

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Beretta M92S	3d	9mm P	15		Chart 1	

Armor:

Dice & Adds

Leather Jacket	1d	
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Provisions:
