

# DOUBLE CROSS CHARACTER SHEET

<b>Name/ Codename</b>			
Age	Gender	Zodiac	
Height	weight	Blood Type	

<b>Player Name</b>	
<b>Spent XP</b>	
Work	Cover

<b>Breed</b>	<b>Syndromes</b>	<b>Sub-Syndrome</b>

<b>Stats</b>							
<b>Body</b>		<b>Sense</b>		<b>Mind</b>			
				<b>Social</b>			
Melee	Lv	Ranged	Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	Lv	Will	Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowl.:	Lv	Info:	Lv
Ride:	Lv	Art:	Lv	Knowl.:	Lv	Info:	Lv
	Lv		Lv		Lv		Lv

<b>Life History</b>	<b>Max HP</b>	<b>Stock Points</b>
Origin	Body x 2 + Mind +20=	Social x 2 + Procure x 2 =
Experience		
Encounter	<b>Savings</b>	<b>Initiative</b>
Awakening		Sense x 2 + Mind - Item =
Impulse	<b>Move</b>	<b>Dash</b>
	Initiative +5= m	Move x2= m

<b>Lois</b>				
<b>Relationship</b>	<b>Name</b>	<b>Emotion (Positive)</b>	<b>Emotion (Negative)</b>	<b>Titus</b>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Weapon

Item	Type	Skill	Acc.	Atk. Power	Guard	RNG	Stock	Exp. Points	Notes
Total									

## Armor

Item	Type	Dodge	Initiative	Armor	Stock	Exp. Points	Notes
Total							

## Miscellaneous Items

Item	Type	Skill	Stock	Exp. Points	Notes
Total					