

CHARACTER NAME

XP EARNED	
XP TO NEXT LEVEL	
ORIGIN	

LEVEL

STRENGTH	PERCEPTION	ENDURANCE	CHARISMA	INTELLIGENCE	AGILITY	LUCK

SKILLS

NAME	TAG	RANK
Athletics [STR]		
Barter [CHA]		
Big Guns [END]		
Energy Weapons [PER]		
Explosives [PER]		
Lockpick [PER]		
Medicine [INT]		
Melee Weapons [STR]		
Pilot [PER]		
Repair [INT]		
Science [INT]		
Small Guns [AGI]		
Sneak [AGI]		
Speech [CHA]		
Survival [END]		
Throwing [AGI]		
Unarmed [STR]		

COMBAT

MELEE DAMAGE	DEFENSE	INITIATIVE

POISON DR	HEAD (1-2)	HEALTH																								
	<table border="1"> <tr> <td>Phys. DR</td> <td></td> <td>Rad. DR</td> <td></td> </tr> <tr> <td>En. DR</td> <td></td> <td>HP</td> <td></td> </tr> </table>	Phys. DR		Rad. DR		En. DR		HP		<table border="1"> <tr> <td>Maximum HP</td> </tr> <tr> <td>Current HP</td> </tr> </table>	Maximum HP	Current HP														
Phys. DR		Rad. DR																								
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LEFT ARM (9-11)	TORSO (3-8)	RIGHT ARM (12-14)																								
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LEFT LEG (15-17)		RIGHT LEG (18-20)																								
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WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT



AMMO

CALIBER	QUANTITY

GEAR

ITEM	LBS.
CURRENT CARRY WEIGHT	
MAXIMUM CARRY WEIGHT	

PERKS & TRAITS

[illegible]