



**CHARACTER NAME**

\_\_\_\_\_

**XP EARNED** \_\_\_\_\_

**XP TO NEXT LEVEL** \_\_\_\_\_

**ORIGIN** \_\_\_\_\_

**LEVEL**

\_\_\_\_\_

**STRENGTH** **PERCEPTION** **ENDURANCE** **CHARISMA** **INTELLIGENCE** **AGILITY** **LUCK**

\_\_\_\_\_

**SKILLS**

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	
Barter [CHA]	<input type="checkbox"/>	
Big Guns [END]	<input type="checkbox"/>	
Energy Weapons [PER]	<input type="checkbox"/>	
Explosives [PER]	<input type="checkbox"/>	
Lockpick [PER]	<input type="checkbox"/>	
Medicine [INT]	<input type="checkbox"/>	
Melee Weapons [STR]	<input type="checkbox"/>	
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	
Science [INT]	<input type="checkbox"/>	
Small Guns [AGI]	<input type="checkbox"/>	
Sneak [AGI]	<input type="checkbox"/>	
Speech [CHA]	<input type="checkbox"/>	
Survival [END]	<input type="checkbox"/>	
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	<input type="checkbox"/>	

**COMBAT**

**MELEE DAMAGE** \_\_\_\_\_

**DEFENSE** \_\_\_\_\_

**INITIATIVE** \_\_\_\_\_

**LUCK POINTS**

\_\_\_\_\_

**POISON DR** \_\_\_\_\_

**OPTICS (1-2)**

Phys. DR	_____	Rad. DR	_____
En. DR	_____	HP	_____

**HEALTH**

Maximum HP \_\_\_\_\_

Current HP \_\_\_\_\_

**ARM 1 (9-11)**

Phys. DR	_____	Rad. DR	_____
En. DR	_____	HP	_____

**ARM 2 (12-14)**

Phys. DR	_____	Rad. DR	_____
En. DR	_____	HP	_____

**MAIN BODY (3-8)**

Phys. DR	_____	Rad. DR	_____
En. DR	_____	HP	_____

**ARM 3 (15-17)**

Phys. DR	_____	Rad. DR	_____
En. DR	_____	HP	_____

**THRUSTER (18-20)**

Phys. DR	_____	Rad. DR	_____
En. DR	_____	HP	_____

**WEAPONS**

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
			<input type="checkbox"/>								
			<input type="checkbox"/>								
			<input type="checkbox"/>								
			<input type="checkbox"/>								
			<input type="checkbox"/>								

