

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) Phys. DR En. DR Rad. DR HP	HEALTH Maximum HP Current HP
LEFT ARM (9-11) Phys. DR En. DR Rad. DR HP	TORSO (3-8) Phys. DR En. DR Rad. DR HP	RIGHT ARM (12-14) Phys. DR En. DR Rad. DR HP
LEFT LEG (15-17) Phys. DR En. DR Rad. DR HP		RIGHT LEG (18-20) Phys. DR En. DR Rad. DR HP

WEAPONS

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

CAPS

AMMO

CALIBER	QUANTITY

GEAR

[illegible]

PERKS & TRAITS

[illegible]