

**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**

**POISON DR**

**LUCK POINTS**

**INITIATIVE**

HEAD (1-2)			
Phys. DR	Rad. DR		
En. DR	HP		

TORSO (3-8)			
Phys. DR	Rad. DR		
En. DR	HP		

LEFT ARM (9-11)			
Phys. DR	Rad. DR		
En. DR	HP		

RIGHT ARM (12-14)			
Phys. DR	Rad. DR		
En. DR	HP		

LEFT LEG (15-17)			
Phys. DR	Rad. DR		
En. DR	HP		

RIGHT LEG (18-20)			
Phys. DR	Rad. DR		
En. DR	HP		

HEALTH	
Maximum HP	<input type="text"/>
Current HP	<input type="text"/>

**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"/>								