

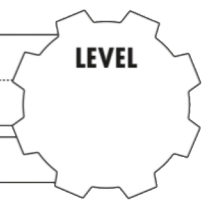
**CHARACTER NAME**

**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"/>	

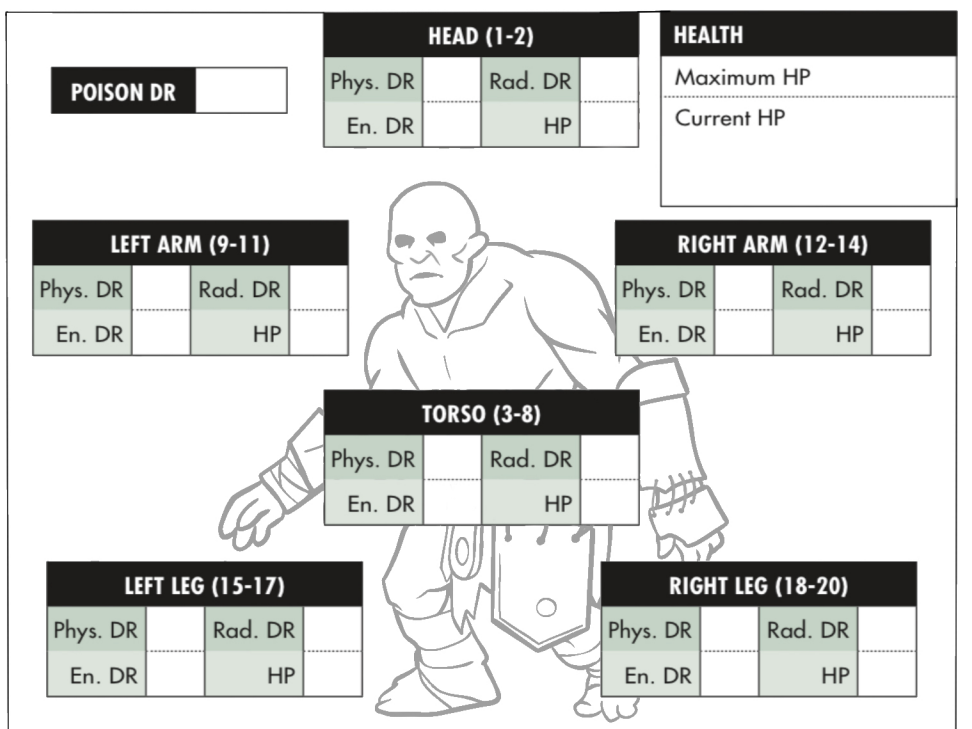
**COMBAT**

**MELEE DAMAGE**

**DEFENSE**

**INITIATIVE**

**LUCK POINTS**



**POISON DR**

**HEAD (1-2)**

Phys. DR		Rad. DR	
En. DR		HP	

**HEALTH**

Maximum HP
Current HP

**LEFT ARM (9-11)**

Phys. DR		Rad. DR	
En. DR		HP	

**RIGHT ARM (12-14)**

Phys. DR		Rad. DR	
En. DR		HP	

**TORSO (3-8)**

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	

**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"/>	