.str .dex .con .int .wis .cha

.weapons // attacks

Name	Type	Range	Heat	Weight	Notes	+Atk	Dmg

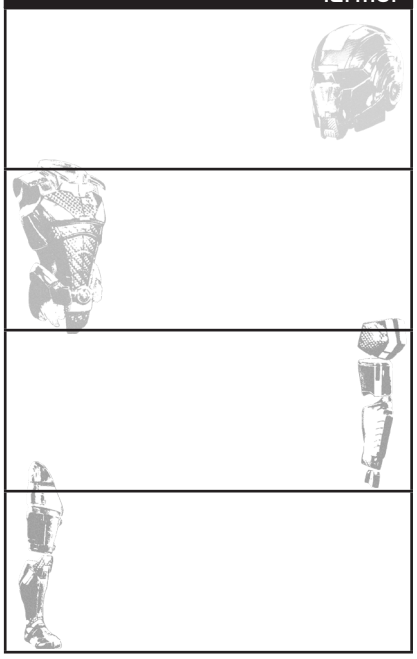
THERMAL CLIPS

HW CHARGES

.grenades // mines

Count	Name	Description

.armor



.ac

max

regen

SHIELDS

DEATH

SAVES FAILS

HIT DIE

MEDI-GEL

max

HIT POINTS

BARRIER

.spells // powers

	1	2	3	4	5
max					
used					

.spell slots

.spell attack

.spell save dc

TOTAL

MAX / CAST

REMAINING

.tech points

Name	Type / Lvl	Primes	Detonate	Description	Adv.