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| --- | --- | --- |
|  |  |  |
| Player Name |  | Background |
|  |  |  |
| Level |  | Total XP |
|  |  |  |
| Race |  | Movement Speed(s) |

Character Name

What makes you S.P.E.C.I.A.L.?

|  |
| --- |
| Strength |
|  |
| Perception |
|  |
| Endurance |
|  |
| Charisma |
|  |
| Intelligence |
|  |
| Agility |
|  |
| Luck |
|  |

|  |
| --- |
| Senses |
|  |

|  |  |
| --- | --- |
| AP | AC |
|  |  |
| Immunities | | | |
|  | | | |
| Resistances | | | |
|  | | | |
| Vulnerabilities | | | |
|  | | | |

Skills

|  |  |
| --- | --- |
| Athletics |  |
| Blacksmith |  |
| Death Saves |  |
| Deception |  |
| Detection |  |
| Energy Weapons |  |
| Energysmith |  |
| Explosives |  |
| Guns |  |
| Gunsmith |  |
| Intimidation |  |
| Insight |  |
| Leadership |  |
| Lockpick |  |
| Loot |  |
| Medicine |  |
| Melee Weapons |  |
| Miracles |  |
| Persuasion |  |
| Science |  |
| Sleight of Hand |  |
| Sneak |  |
| Survival |  |
| Unarmed Weapons |  |

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| --- | --- | --- |
| Max HP | Current HP | Temp. HP |
|  |  |  |

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| --- | --- |
| Hit Dice | Death Saves |
| Total: | Pass: |
| Spent: | Fail: |

|  |  |
| --- | --- |
| Actions | AP |
| Dodge | 4 |
| Help | 2 |
| Hide | 3 |
| Move (default 15 ft.) | 2 |
| Detect | 2 |
| Use an Object | 3 |
| Attack Actions | AP |
| Melee Onehanded/Thrown | 2 |
| Melee Twohanded | 3 |
| Ranged Onehanded | 3 |
| Ranged Twohanded | 4 |
| Ranged Heavy | 5 |
| Unarmed | 2 |

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| --- | --- | --- |
|  |  |  |
| Gender |  | Age |
|  |  |  |
| Height |  | Weight |
|  |  |  |
| Skin |  | Eyes |
|  |  |  |
| Hair |  | Size |

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| --- | --- | --- | --- |
| Weapon Name (Reload) | Hit | Damage/Type (Range) | Notes |
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| --- | --- | --- |
| Perk Name/Description | Rank | SPECIAL |
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| --- | --- | --- | --- | --- | --- |
| Caps | Carrying Capacity | Weight Carried | Encumbered At | Heavily Encumbered At | Push/Drag/Lift |
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| --- | --- | --- | --- | --- | --- |
| Inventory | | | | | |
| Name (weight) | Amount | Total Weight | Name (weight) | Amount | Total Weight |
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