Name:								Inventory:				
Class:												
Physical Description: [1												
Character Description:												
Health:	110	/110			Nanites:		/110	Skills:	Bonus:		Feats:	
Armour Name:				Shield name:								
Hit Percent / DR:			-	Health / Max:								
					egen / Charge:							
Cloak Name:				Sh	nield Hit%							
Stealth DC / Bon												
Max Turns / Turn	Cost:											
Stats:		42	Bonus:		Saving Throws		Bonus:					
Strength	6	+4	+0		Will	+12	+0					
Perception	6	+4	+0		Shock	+12	+0					
Fortitude	6	+4	+0		Refelx	+12	+0					
Charisma	6	+4	+0									
Intelligence	6	+4	+0									
Dexterity	6	+4	+0									
Luck	6	+4	+0									
Weapons												
Primary Name:				Secondary Name:								
Range		0 m		Range		0 m						
		0% [3]				0% [4]						
Damage				Damage								
Misc:			Mi	sc:								
Mellee:												
Range		0 m										
Percent Miss		0% [5]										
Damage												
Guard DC		[6]										
Misc:												

- [1] Size, weight, hair color, eye color, notable marks, scars, tattoos, clothing. Anything someone would see if they rolled perception.
- [2] Character's mindset, background, demeanor, or any other relevant non-physical information.

[3] -PER+

Crit range: - LUK+

[4] -PER+

Crit range: - LUK+

[5] -(Dex+ or STR+) Crit range: - LUK+

[6] =(DEX*5)+Unarmed Skill