



CHARACTER NAME

<b>XP EARNED</b>		<b>LEVEL</b>
<b>XP TO NEXT LEVEL</b>		
<b>ORIGIN</b>		

**STRENGTH**

**PERCEPTION**

**ENDURANCE**

**CHARISMA**

**INTELLIGENCE**

**AGILITY**

**LUCK**

**SKILLS**

**COMBAT**

**LUCK POINTS**

## 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

POISON DR

HEAD (1-2)

HEALTH

Maximum HP

Current HP

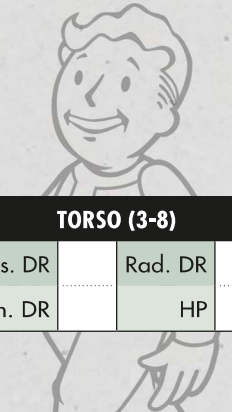
LEFT ARM (9-11)

RIGHT ARM (12-14)






TORSO (3-8)

LEFT LEG (15-17)

RIGHT LEG (18-20)



## 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"/>								



## AMMO

[illegible]

## GEAR

<b>ITEM</b>	<b>LBS.</b>
<b>CURRENT CARRY WEIGHT</b>	
<b>MAXIMUM CARRY WEIGHT</b>	

## PERKS & TRAITS

[illegible]