**{name} (**{tagLine}**)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | | | | | **BS** | | | | **S** | | **T** | | | | | **I** | | | **Wp** | | **Sg** | | | | | **Nv** | | | **Ld** | | | **Kbk** | | **BIV** | | **SS** | **Cnc** | | **Spd** | **Game Notes** |
| **Starting** | {WS} | | | | | {BS} | | | | {S} | | {T} | | | | | {I} | | | {Wp} | | {Sg} | | | | | {Nv} | | | {Ld} | | |  | |  | |  |  | |  |  |
| **Progress** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |
| **Current** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |
| **Abilities:**   |  | | --- | | **{HTML talents}** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Location** | | **L. Leg** | | | | | | **R. Leg** | | | | | | | **Groin** | | | **L. Arm** | | | | | | **R. Arm** | | | | | **Abdmn** | | | | | **Chest** | | **Head** | | | **Injury**  **Total** | |
| 1 - 15 | | | | | | 16 - 30 | | | | | | | 31-35 | | | 36-50 | | | | | | 51-65 | | | | | 66-80 | | | | | 81-95 | | 96-00 | | |
| **Armour** | |  | | | | | |  | | | | | | |  | | |  | | | | | |  | | | | |  | | | | |  | |  | | | **/** | |
| **Injury Lvl** | |  | | | | | |  | | | | | | |  | | |  | | | | | |  | | | | |  | | | | |  | |  | | |
| **Firearm** | | | | **Type** | | | **Rng** | | **Mode** | | | | **Acc** | | | **Damage** | | | **Shots** | | | | **Rld** | | | **Enc** | | **# Rld** | | | | **Special** | | | | | | | | |
| N | | | |  | | |  | |  | | | |  | | |  | | |  | |  | |  | | |  | |  | | | / |  | | | | | | | | |
|  | | | |  | | |  | |  | | | |  | | |  | | |  | |  | |  | | |  | |  | | | / |  | | | | | | | | |
| **Melee** | | | **Rch** | | **Dam** | | | | | | **PP** | | | **Special** | | | | | | | | | | | **Other Equipment/Bionics/Etc** | | | | | | | | | | | | | | | |
|  | | |  | |  | | | | | |  | | |  | | | | | | | | | | |  | | | | | | | | | | | | | | | |
|  | | |  | |  | | | | | |  | | |  | | | | | | | | | | |

**Name (**Archtype, Subtype, Role, Alignment**)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | | | | | **BS** | | | | **S** | | **T** | | | | | **I** | | | **Wp** | | **Sg** | | | | | **Nv** | | | **Ld** | | | **Kbk** | | **BIV** | | **SS** | **Cnc** | | **Spd** | **Game Notes** |
| **Starting** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |  |
| **Progress** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |
| **Current** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |
| **Abilities: Name** (Effect.) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Location** | | **L. Leg** | | | | | | **R. Leg** | | | | | | | **Groin** | | | **L. Arm** | | | | | | **R. Arm** | | | | | **Abdmn** | | | | | **Chest** | | **Head** | | | **Injury**  **Total** | |
| 1 - 15 | | | | | | 16 - 30 | | | | | | | 31-35 | | | 36-50 | | | | | | 51-65 | | | | | 66-80 | | | | | 81-95 | | 96-00 | | |
| **Armour** | |  | | | | | |  | | | | | | |  | | |  | | | | | |  | | | | |  | | | | |  | |  | | | **/** | |
| **Injury Lvl** | |  | | | | | |  | | | | | | |  | | |  | | | | | |  | | | | |  | | | | |  | |  | | |
| **Firearm** | | | | **Type** | | | **Rng** | | **Mode** | | | | **Acc** | | | **Damage** | | | **Shots** | | | | **Rld** | | | **Enc** | | **# Rld** | | | | **Special** | | | | | | | | |
| N | | | |  | | |  | |  | | | |  | | |  | | |  | |  | |  | | |  | |  | | | / |  | | | | | | | | |
|  | | | |  | | |  | |  | | | |  | | |  | | |  | |  | |  | | |  | |  | | | / |  | | | | | | | | |
| **Melee** | | | **Rch** | | **Dam** | | | | | | **PP** | | | **Special** | | | | | | | | | | | **Other Equipment/Bionics/Etc** | | | | | | | | | | | | | | | |
|  | | |  | |  | | | | | |  | | |  | | | | | | | | | | |  | | | | | | | | | | | | | | | |
|  | | |  | |  | | | | | |  | | |  | | | | | | | | | | |

**Name (**Archtype, Subtype, Role, Alignment**)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | | | | | **BS** | | | | **S** | | **T** | | | | | **I** | | | **Wp** | | **Sg** | | | | | **Nv** | | | **Ld** | | | **Kbk** | | **BIV** | | **SS** | **Cnc** | | **Spd** | **Game Notes** |
| **Starting** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |  |
| **Progress** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |
| **Current** |  | | | | |  | | | |  | |  | | | | |  | | |  | |  | | | | |  | | |  | | |  | |  | |  |  | |  |
| **Abilities: Name** (Effect.) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Location** | | **L. Leg** | | | | | | **R. Leg** | | | | | | | **Groin** | | | **L. Arm** | | | | | | **R. Arm** | | | | | **Abdmn** | | | | | **Chest** | | **Head** | | | **Injury**  **Total** | |
| 1 - 15 | | | | | | 16 - 30 | | | | | | | 31-35 | | | 36-50 | | | | | | 51-65 | | | | | 66-80 | | | | | 81-95 | | 96-00 | | |
| **Armour** | |  | | | | | |  | | | | | | |  | | |  | | | | | |  | | | | |  | | | | |  | |  | | | **/** | |
| **Injury Lvl** | |  | | | | | |  | | | | | | |  | | |  | | | | | |  | | | | |  | | | | |  | |  | | |
| **Firearm** | | | | **Type** | | | **Rng** | | **Mode** | | | | **Acc** | | | **Damage** | | | **Shots** | | | | **Rld** | | | **Enc** | | **# Rld** | | | | **Special** | | | | | | | | |
| N | | | |  | | |  | |  | | | |  | | |  | | |  | |  | |  | | |  | |  | | | / |  | | | | | | | | |
|  | | | |  | | |  | |  | | | |  | | |  | | |  | |  | |  | | |  | |  | | | / |  | | | | | | | | |
| **Melee** | | | **Rch** | | **Dam** | | | | | | **PP** | | | **Special** | | | | | | | | | | | **Other Equipment/Bionics/Etc** | | | | | | | | | | | | | | | |
|  | | |  | |  | | | | | |  | | |  | | | | | | | | | | |  | | | | | | | | | | | | | | | |
|  | | |  | |  | | | | | |  | | |  | | | | | | | | | | |