

CHARACTER NAME

XP EARNED

XP TO NEXT LEVEL

ORIGIN

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

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

OPTICS (1-2)

HEALTH

Maximum HP

Current HP

ARM 1 (9-11)






ARM 2 (12-14)

MAIN BODY (3-8)

ARM 3 (15-17)

THRUSTER (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"/>								



CAPS

AMMO

CALIBER	QUANTITY

GEAR

ITEM	LBS.
CURRENT CARRY WEIGHT	
MAXIMUM CARRY WEIGHT	

PERKS & TRAITS

[illegible]