Falciut THE ROLEPLAYING GAME	Control of the Contro	IAME		XP EARNED XP TO NEXT I	LEVEL		LEVEL
STRENGTH PER	RCEPTION	DURANCE CO	HARISMA	INTELLIG	ENCE	AGILITY	LUCK
SKILLS		COMBAT				LUCK PO	OINTS \
NAME	TAG RANK	MELEE DAMAGE		DEFENSE		INITIATIVE	
Athletics [STR]					~	>	~
Barter [CHA]				LUME		HEALTH	
Big Guns [END]		POISON DR		OPTI	CS (1-2)	Maximum	HP
Energy Weapons [PER]		20 July 19 19		Phys. DR	Rad. DR	Current H	Р
Explosives [PER]				En. DR	HP	_	
Lockpick [PER]		4211	(0.11)	5		ADMIG	(10.14)
Medicine [INT]		ARM 1				ARM 2	
Melee Weapons [STR]			Rad. DR			Phys. DR En. DR	Rad. DR HP
Pilot [PER]		En. DR	ПР) JUL	En. DK	ПР
Repair [INT]				MAIN B	ODY (3-8)		
Science [INT]			I	Phys. DR	Rad. DR		
Small Guns [AGI]		1		En. DR	HP	917	
Sneak [AGI]			AD.	1411	月///		
Speech [CHA]		ARM 3	(15-17)		4	THRUSTER	(18-20)
Survival [END]		Phys. DR	Rad. DR		Pł	nys. DR	Rad. DR
Throwing [AGI]		En. DR	HP	18	}	En. DR	HP
Unarmed [STR]				1		gall III	
WEAPONS							

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT

		PERKS & TRAITS		
CAPS		NAME	RANK	EFFECT
AMMO				
CALIBER QU	UANTITY			
	9			
GEAR				
ITEM	LBS.			
	1			
	7			
CURRENT CARRY WEIGHT				

MAXIMUM CARRY WEIGHT