



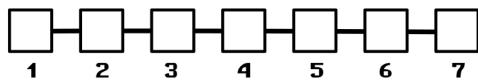
America's First Choice in Post Nuclear Simulation

----- name -----

----- age ----- race/background -----

----- level ----- XP ----- next level -----

Ghoulification



----- health points -----

----- carry weight -----

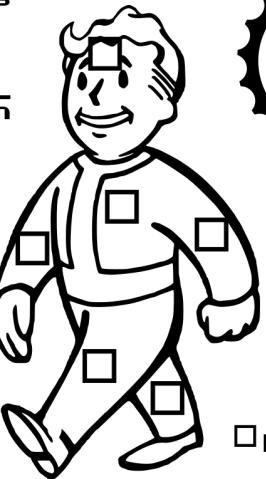
----- sequence -----

----- skill points/level -----

----- actions/turn -----

curr total

crippled



Bonus

HP -----

CW -----

Sequence -----

Actions -----

Damage: <Dice * Skill> – DT

Unarmed -----

Melee -----

Guns -----

Dice -----

Energy -----

Explosives -----



Skills

- Barter <C>
- Energy Weapons <P>
- Explosives <P>
- Guns <A>
- Lockpick <P>
- Medicine <I>
- Melee Weapons <S>
- Repair <I>
- Science <I>
- Sneak <A>
- Speech <C>
- Survival <E>
- Unarmed <E>

Reputations

Faction : Fame : Infamy : Reputation

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History, personality and goals

America's First Choice in Post Nuclear Simulation

Inventory

Addictions Traits/Perks

Weapons/Ammo Armor

Craft Formulas



Scavenge