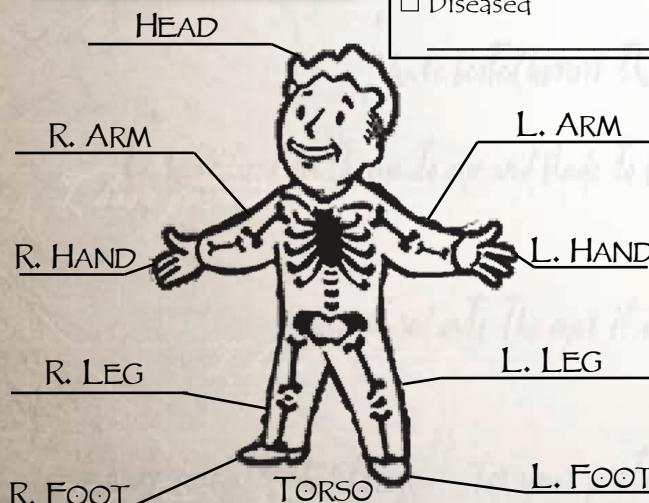


Player Name			
XP	XP		
Level	XP to next level		
		Skill Points	Focus Points
Name	Sex		
Race	Age		
Height	Weight	Eyes	
Hair	Skin color		
Appearance			
Karma	Loyalty		
Karmic Title			
Faith			
STATUS			
GOALS			

ARMOR							
IM	PI	FR	LA	EX	DS	EP	PH

HELMET

Stat Modifiers	
Crit Bonus	_____
Hit Modifier	_____
Ranged Dmg Bonus	_____



Name	Type	Damage
AMMO	Single	_____
AMMO	Burst	_____
X3	X5	X10
WEAPON 1	Notes	_____



- Psionic
- Modern Tech
- Old World
- Space
- Waste
- Temporal
- Warp
- Void

STRENGTH



PERCEPTION



ENDURANCE



CHARISMA



INTELLIGENCE



AGILITY



LUCK



Effective EN

Head/Chest/Limbs	Impact
	Piercing
	Fire
	LASER
	EXPLOSIVE
	Disintegration
	Electro/Pulse
	PHASE

Name	Type	Damage
AMMO	Single	_____
AMMO	Burst	_____
X3	X5	X10
WEAPON 2	Notes	_____

Physical Max

Base	+-	
Heal Rate	EN/3	
Movement	Ft	AGx5
Leap	Ft	AG+ST
Lift	lbs	50xST
Carry Weight	lbs	25+(25xST)
Visual Range	Ft	PE ³ +5
Melee Damage		ST

Stat Rolls

Know	IN	Morale
Luck	5xLK	
Dodge	2xAG	
Evade	AG+(2xLK)	

Stats

Action Points	5+(AG/2)	
Sequence	AG+PE	
Crit Chance	LK	
Avoidance Chance	AG+PE	
Passive Detect	3xPE	
Horror Factor		
SP/Lvl	5+(2xIN)	

Resist

Base	+-	
Radiation (2xEN)		
Poison (5xEN)		
Gas		
Knock Out (4xEN)		
Death (EN+LK-5)		
Disease (3xEN)		
Psionics (PE+IN-10)		
Social (CHxIN)		

Gold Coin
Caps
BoS Script
Enclave Credits
Yen



PLAYER NAME		Total Level SP	PATH	
NOTES		Unused Skill Points	Total Trained SP	
		Unused Stat Points	Total Other SP	
Outdoorsman	[A] NATURAL CRAFTS [I] WILDERNESS SURVIVAL [P] NAVIGATION [I] COOKING/HERBALISM [P] TRACKING [C] ANIMAL HUSBANDRY			
Pilot	[S] RIDE [A] GROUND VEHICLE [A] MOTORCYCLE [A] MECHANIZED [A] AVIONICS [A] SPACE			
Business	[C] BUY/SELL/TRADE [C] MANAGEMENT [C] GAMBLING [P] APPRAISE [I] CLERICAL/LAW [C] STREETWISE			
Expression	[A] FORGERY [C] PHYSICAL PERFORMANCE [C] ARTISTICS [I] TEACHING [C] DISGUISE [C] INTIMIDATION			
Verbal	[C] CON [C] LANGUAGE [C] VOCAL PERFORMANCE [C] CAROUSING [C] INTERPERSONAL [I] PUBLIC SPEAKING			
Doctor	[I] INTERNAL MEDICINE [I] MICROBIOLOGY [I] NEUROLOGY [I] MEDICAL PROCEDURE [A] SURGERY MAJOR TRAUMA [I] MEDICAL TECHNOLOGY			[I] HEMORRHAGE CONTROL [I] ORTHOPEDICS [A] BALLISTIC TRAUMA [P] CARDIO/RESPIRATORY TRAUMA [I] PHARMACY [P] DIAGNOSTICS
Stealth	[P] CAMOUFLAGE [A] CONTORTION [R] COUNTER TRACKING [R] DETECTION [I] ELECTRONIC EVASION [P] PERSONAL STEALTH			[P] PROJECTILES [P] PISTOLS [P] SUB-MACHINE GUNS [P] RIFLES [P] SHOTGUNS [I] SMALL GUN THEORY
Theft	[A] PICKPOCKET [A] ELECTRONIC BYPASS [A] LOCK PICK [I] HACKING [P] VEHICLE THEFT [A] SLEIGHT OF HAND			[P] MACHINE GUNS [P] MINI-GUNS [P] LAUNCHERS [P] REACTIVE FLUID [P] REMOTE OPERATED [I] BIG GUN THEORY
Traps	[A] SURVEILLANCE/ALARM [I] ELECTRONIC [A] DEMO [I] COUNTER HACK [A] PRIMITIVE [I] POISON			[P] BEAM BASED [P] PLASMA BASED [P] PARTICLE BASED [P] ELECTRO-PULSE BASED [P] EXPERIMENTAL [I] ENERGY WEAPON THEORY
Science	[I] BIOLOGY [I] PHYSICS/MATH [I] ENGINEERING DESIGN [I] CHEMISTRY [I] ELECTRONICS DESIGN [I] COMPUTERS			[A] CLIMBING/ACROBATICS [S] MARTIAL ARTS [S] POWERED [E] ATHLETICS [A] THROWN [A] CATCH
Repair/Craft	[P] CRAFTWORK [I] MECHANICS [I] ENGINEERING [I] ELECTRONICS [I] FABRICATION [E] CONSTRUCTION			[S] SMALL 1 HANDED [S] LARGE 1 HANDED [S] LARGE 2 HANDED [S] POLE WEAPONS [A] ARTICULATED WEAPONS [B] DEFENSIVE ARMAMENT

PLAYER NAME

BIO

PERKS

ABILITIES

FOCUS

PLAYER NAME

FOCUS

Notes

...to do with the rest it's about to affect. Overall, it may be
the best thing I've done. To your protection and the protection of others.

PLAYER NAME

CARRY CAPACITY

INVENTORY

Total Items

Total Value

Total Weight

Absolute Direction
Bad Natured
Born Loser
Bruiser
Chem Reliant
Chem Resistant

Combat Frenzy
Combat Instinct
Coward
Cursed Holy One
Enclave Citizen
Enclave Defector

Fast Metabolism
Fast Shot
Fear the Reaper
Finesse
Genius
Gifted

Glowing One
Good Natured
Heavy Handed
Hideous Appearance
Jinxed
Kamikaze

Mathematical Abilities
Merchant
Night Person
One Hander
Radiated!
Rambo

Regeneration
Sex Appeal
Skilled
Small Frame
Sympathetic
Tech Wizard

Adrenaline Rush: EN 4

Alertness: PE 4

Balls of Steel: EN 6, Male

Bloodhound: PE 7, Tracking 60%, Dog or Deathclaw

Bracing: EN 4, Big Guns (40% + Rank x 10%)

Careful: PE 5

Cautious Nature: PE 6, wilderness survival 40%

Common Sense: PE 6, IN 6, LK 6

Die Hard: EN 5, LK 6

Disease Resistant: EN 6, Physical 40%

Doctor: Doctor 60%

Earlier Sequence: PE 6

Fast Healing: EN 6, Physical 40%.

Flexible: AG 6, EN 6, Physical 60%

Friendly Foe: PE 4, Small Guns 60%

General Education: IN 6

Hardworking: EN 5, IN 5

Healer: IN 5, AG 6, First Aid 60%

Here and Now: None

Life of the Party: CH 4 Carousing 60%

Bonsai!: EN 5, Ghoul

Bonus hand-to-hand Damage: ST 6, AG 6, Unarmed 75%

Bonus Move: AG 5

Bonus Ranged Damage: AG 6, LK 6, No Animals

Bulk Trader: CH 6, Buy/Sell/Trade 80%

Cancerous Growth: ST 7

Cheater: AG 6, LK 6, Gambling 60%

Daredevil: LK 6, EN 7

Death Roar: Vocal Performance 60%, CH 2, Deathclaw

Death Sense: PE 5, IN 2, Deathclaw

Drunken Master: EN 4, Unarmed 60%

Escape Artist: AG 7, LK 6

Friendly Face: CH 6, LK 6, Carousing 120%

Fortune Finder: LK 9, PE 7, Wilderness Survival 120%

Gambler: LK 6, Gambling 50%,

Ghost: Personal Stealth 100%

Gunner: AG 6, Small Guns 60% or Big Guns 60%

Harmless: CH 4, Sleight of Hand 50%, Con 50%, No Animals

Heave Ho!: ST 5, Thrown 60%

Hit the Deck!: PE 6, AG 6, Athletics 60%

Innocent Demeanor: CH 6, Expression 40%

Interrogator: Intimidation 60%

Inquisitor: PE 7, Intimidation 60%

Junk Merchant: CH 7, Buy/Sell/Trade 70%

Light Step: AG 5, LK 5, one of Traps 60%

Actor: PE 6, CH 6, Con 90%

Ambassador: CH 7, Interpersonal 80%

Animal Friend: IN 5, Animal Husbandry 90%

Auto Mechanic: PE 6, IN 4, Mechanics 120%

Avoid Fate: LK 8

Better Criticals: PE 6, AG 4, LK 6

Bluff Master: CH 7, Con 120%

Bonehead: EN 7

Brutish Hulk: ST 7, EN 5, Deathclaw or Super Mutant

Con Man: CH 7, IN 7, Interpersonal 100%, Con 150%

Crazy Bomber: IN 6, Demo 150%, No Animals

Cyber Freak: ST 6

Danger Sense: PE 8, LK 8

Demolition Expert: AG 5, Demo 150%

Dumb Luck: LK 4, IN 4 or below

Educated: IN 6

Master Thief: Theft 60%

Mr. Fixit: Repair/Craft 60%, No Animals

Mountaineer: ST 6, Athletics 75%

Negotiator: Verbal 60%

Night Vision: PE 7

Quick Pockets: AG 5

Rad Child: EN 6, Physical 40%, Ghoul

Rad Resistance: EN 6, Physical 60%

Ranger: PE 6, wilderness lore 40%

Snakeater: EN 4

Steady Arm: ST 9, EN 7, Super Mutant

Stonewall: ST 6, EN 6

Strong Back: ST 6, EN 6

Survivalist: Outdoorsman 60%

Swimmer: ST 5, EN 6, Athletics 40%

Swift Learner: IN 5

Toughness: 4 EN, 4 LK, Athletics 60%

K9 Trip Attack: Unarmed 40%, Dog

Way of the Fruit: PE 6, IN 6, No Animals

Weapon Handling: AG 5, No Animals

Locksmith: PE 7, Lockpick 100%

Loner: CH 5, Outdoorsman 60%

Mad Doctor: IN 7, Science 80%, doctor 70%

Make This Thing Work!: IN 4, LK 7

Man's Best Friend: IN 4, Animal Husbandry 75%, No Animals

Metallurgist: PE 6, IN 7, Fabrication 100%

Miner: PE 6, AG 6

More Criticals: LK 7, Level 6, Not Super-Mutant

Mutant Friendly: CH 6, Carousing 100%, Human

Mysterious Stranger: LK 8

Pathfinder: PE 6, EN 6, Tracking 80%

Pinch: AG 6, Steal 70%

Poker Face: CH 6, Con 60%

Presence: CH 4

Psychotic: EN 6, first aid 50%

Quick Draw: PE 7, AG 7

Sharpshooter: PE 7, IN 6

Silent Running: AG 6, Personal Stealth 75%

Sprinter: EN 6, AG 6, Athletics 80%

Stat!: AG 6, One of medic skills 90%

Stunt Man: ST 6, EN 6, AG 6, No Animals

Suicide King: CH 6, Con 60%, Vocal Performance 80%

Team Player: CH 7

Triathloner: ST 6, EN 7, Athletics 120%

Unarmed Stance: ST 6, PE 6, AG 6, Unarmed 90%

Explorer: IN 6, Navigation 120%

Flower Child: EN 5

Gambler's Luck: IN 5, PE 6, LK 6, Gambling 15

Hacker: PE 7, IN 6, Hacking 150%

Hide of Scars: EN 6

Karma Beacon: CH 6, Interpersonal 100%

Lead Foot: PE 6, AG 6, Piloting subskill 150%,

Leader: CH 7, IN 6, Leadership 80%, No Animals

Mutate!: Level 9.

Overcome Weakness (): IN 6

Overcome Weakness (): IN 6

Pyromaniac: Reactive Fluid 120%

Road Warrior: IN 6, Ground Vehicle 70%, No Animals

Smashing Hands: ST 6, AG 6, Martial Arts 200%

Talon of Fear: Unarmed 100%, Deathclaw

Will to Live: EN 8, LK 6

Action Boy: AG 5, Athletics (150% + Rank x 25%)
Body Snatcher: PE 4, Disguise 100%
Divine Favor: CH 8, LK 8
Driving City Style: Ground Vehicle 90%, No Animals
Eyes on the Prize: PE 8, Theft 150%
Gain Agility: AG under racial max
Gain Charisma: CH under racial max
Gain Endurance: EN under racial max
Gain Intelligence: IN under racial max
Gain Luck: LK under racial max
Gain Perception: PE under racial max
Gain Strength: ST under racial max
In Your Face: Martial Arts 70%
Living Anatomy: PE 7, Doctor 125%
Master Trader: CH 7, Buy/Sell/Trade 200%
Robot Repairman: PE 7, IN 7, Repair/Craft 120%
Tag!: None
Tough Hide: EN 8, Super Mutant

Bend the Rules: LK 7
Bonus Hand-to-Hand Attacks: AG 6, Martial Arts 150%
Bonus Rate of Fire: PE 4, AG 7, Small Guns 150% or Big Guns 150%, No Animals
Cult of Personality: CH 9, Con 150%
Looter: PE 9, Traps 120%
Master Pickpocket: Pickpocket 200%, AG 8, No Animals

Break the Rules: LK 8
Slayer: ST 8, AG 8, Martial Arts 250%, any Melee Sub-Skill 250%
Sniper: REQS: PE 8, AG 8, Small Guns 250%

N Craft	W Surv	Cooking	Nav	Track	Ani Husb	Ride	G Vehic	Mcycle	Mech	Avionics	Space	B/S/T	Manage	Gamble	Appraise	Law	Street	Forgery	Phy Perf	Artistics	Teaching	Disguise	Intimidate
Con	Lang	Voc Perf	Carouse	Inter	Pub Spk	Int Med	Microbio	Neuro	Med Proc	Surgery	Med Tech	Camo	Contort	C Track	Detect	Elec Ev	Stealth	Pickpkt	Elec Byp	Lockpick	Hacking	V Theft	SoH
Alarm	Electric	Demo	C Hack	Primitive	Poison	Biology	Phy/Math	Eng Des	Chem	Elec Des	Comps	Craft	Mechanic	Eng	Elec	Fab	Construct	Hem Con	Ortho	Ballistic	Cardio	Pharma	Diagnostic
Proj	Pistols	SMG	Rifles	Shotgun	SG Theo	M Guns	Min Gun	Launch	Reactive	Remote	BG Theo	Beam	Plasma	Particle	Electro	Exp	EW Theo	Climb	Mar Art	Powered	Athletics	Thrown	Catch

S1 Hand L1 Hand L2 Hand Polearm Art Wep Defensive

S. P. E. C. I. A. L