

**CHARACTER NAME**

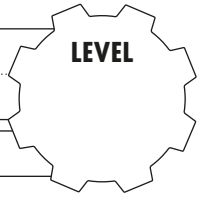
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**XP EARNED**

**XP TO NEXT LEVEL**

**ORIGIN**

**LEVEL**



**STRENGTH** **PERCEPTION** **ENDURANCE** **CHARISMA** **INTELLIGENCE** **AGILITY** **LUCK**



**SKILLS**

NAME	TAG	RANK
Athletics [STR]		
Barter [CHA]		
Big Guns [END]		
Energy Weapons [PER]		
Explosives [PER]		
Lockpick [PER]		
Medicine [INT]		
Melee Weapons [STR]		
Pilot [PER]		
Repair [INT]		
Science [INT]		
Small Guns [AGI]		
Sneak [AGI]		
Speech [CHA]		
Survival [END]		
Throwing [AGI]		
Unarmed [STR]		

**COMBAT**

**MELEE DAMAGE**

**DEFENSE**

**INITIATIVE**

**LUCK POINTS**



**POISON DR**

**OPTICS (1-2)**

Phys. DR	<input type="text"/>	Rad. DR	<input type="text"/>
En. DR	<input type="text"/>	HP	<input type="text"/>

**HEALTH**

Maximum HP

Current HP

**ARM 1 (9-11)**

Phys. DR	<input type="text"/>	Rad. DR	<input type="text"/>
En. DR	<input type="text"/>	HP	<input type="text"/>

**ARM 2 (12-14)**

Phys. DR	<input type="text"/>	Rad. DR	<input type="text"/>
En. DR	<input type="text"/>	HP	<input type="text"/>

**MAIN BODY (3-8)**

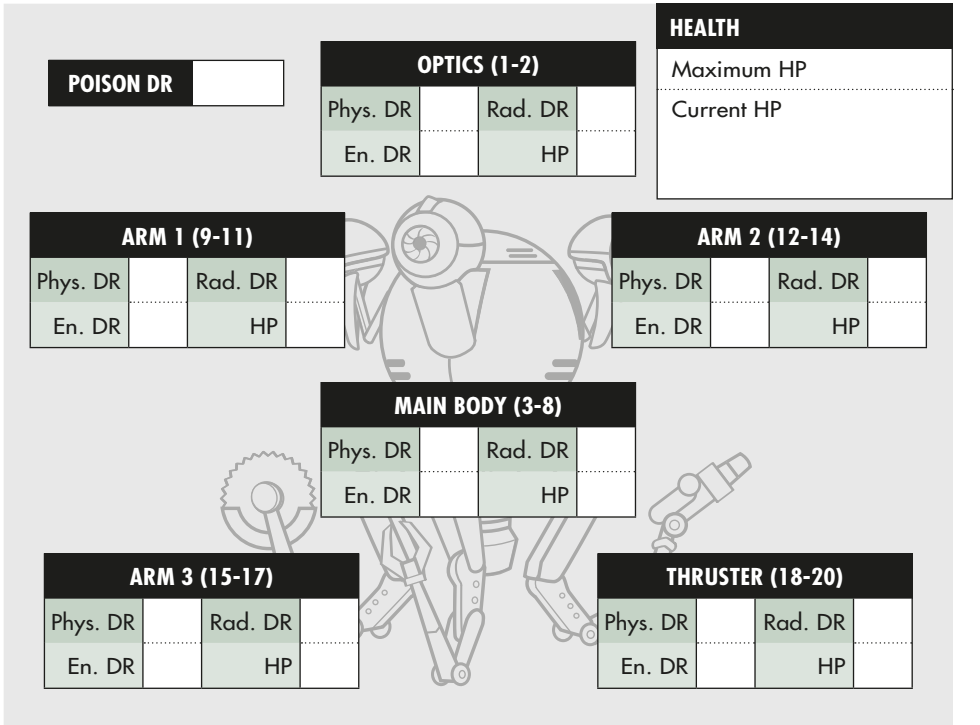
Phys. DR	<input type="text"/>	Rad. DR	<input type="text"/>
En. DR	<input type="text"/>	HP	<input type="text"/>

**ARM 3 (15-17)**

Phys. DR	<input type="text"/>	Rad. DR	<input type="text"/>
En. DR	<input type="text"/>	HP	<input type="text"/>

**THRUSTER (18-20)**

Phys. DR	<input type="text"/>	Rad. DR	<input type="text"/>
En. DR	<input type="text"/>	HP	<input type="text"/>



**WEAPONS**

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