

CHARACTER NAME

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

POISON DR

HEAD (1-2)

HEALTH

Maximum HP

Current HP

LEFT ARM (9-11)

RIGHT ARM (12-14)

TORSO (3-8)

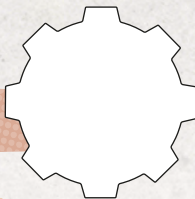
LEFT LEG (15-17)

RIGHT LEG (18-20)

WEAPONS

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

CAPS



AMMO

[illegible]

GEAR

ITEM	LBS.
CURRENT CARRY WEIGHT	
MAXIMUM CARRY WEIGHT	

PERKS & TRAITS

[illegible]