

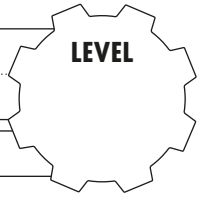
CHARACTER NAME

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 

LUCK POINTS



POISON DR

HEAD (1-2)

Phys. DR		Rad. DR	
En. DR		HP	

HEALTH

Maximum HP

Current HP

LEFT ARM (9-11)

Phys. DR		Rad. DR	
En. DR		HP	

RIGHT ARM (12-14)

Phys. DR		Rad. DR	
En. DR		HP	

TORSO (3-8)

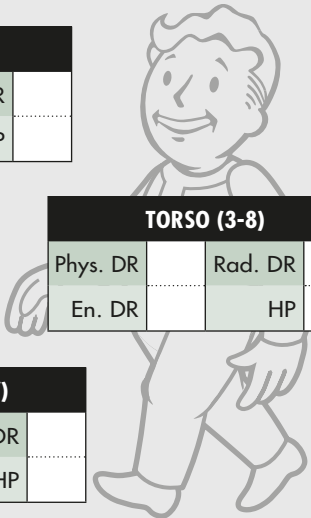
Phys. DR		Rad. DR	
En. DR		HP	

LEFT LEG (15-17)

Phys. DR		Rad. DR	
En. DR		HP	

RIGHT LEG (18-20)

Phys. DR		Rad. DR	
En. DR		HP	



WEAPONS

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