



PERSONAL AGENDA

[Empty text box for Personal Agenda]

RELATIONSHIPS

BUDDY:

RIVAL:

[Empty text boxes for Buddy and Rival]

STRESS LEVEL

[Stress level progress bar with 10 empty slots]

HEALTH

[Health progress bar with 10 empty slots]

RADIATION

[Radiation progress bar with 8 empty slots]

CRITICAL INJURIES

[Empty text box for Critical Injuries]

CONDITIONS

STARVING  
DEHYDRATED  
EXHAUSTED  
FREEZING

[Condition progress indicators]

CONSUMABLES

AIR

FOOD

POWER

WATER

[Consumable progress indicators]

NAME

[Name input field]

CAREER

[Career input field]

APPEARANCE

[Appearance input field]

TALENTS

[Large empty text box for Talents]

EXPERIENCE POINTS

[Experience points progress bar with 10 empty slots]

TINY ITEMS

[Empty text box for Tiny Items]

SIGNATURE ITEM

[Empty text box for Signature Item]

GEAR

- 1:
- 2:
- 3:
- 4:
- 5:
- 6:
- 7:
- 8:
- 9:
- 10:

ATTRIBUTES

CLOSE COMBAT

STRENGTH

HEAVY MACHINERY

STAMINA

RANGED COMBAT

AGILITY

MOBILITY

WITS

SURVIVAL

PILOTING

COMTECH

COMMAND

EMPATHY

MEDICAL AID

MANIPULATION

ARMOR

RATING

ENCUMBRANCE

WEAPONS

[Weapons table with 3 columns: Name, Bonus, Damage, Range]

BONUS

DAMAGE

RANGE