



CHARACTER SHEET

CHARACTER NAME		PLAYER NAME		AGE	GENDER	Human
Defensive	1	Beastmaster	Bison Herder			
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT	

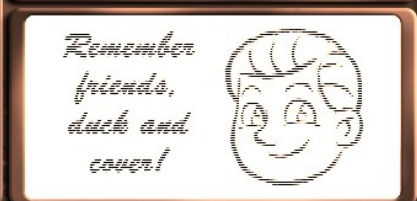


	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR -	16	+3		
DEX -	10	0		
CON -	16	+3		
INT -	10	0		
WIS -	10	+0		
CHA -	14	+2		

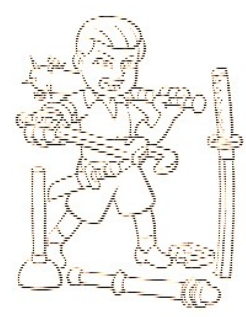


TOTAL	CURRENT
Hit Points	22
Massive Damage Threshold	16
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+0	0
Speed	30	



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	12	= 10 + 2	+ 0	+ 0	+ 0	
Flat-Footed	12					
Touch	12					
Carry Weight	76					
Poison Resistance						
Radiation Resistance						
Healing Rate	2					
Karma Points	3					
Damage Reduction						



SAVING THROWS

TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+5	= 2	+ 3
Reflex (DEX)	+0	= 0	+ 0
Will (WIS)	+1	= 1	+ 0

ATTACKS

TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	3	= 0	+ 3	
Grapple	3	= 0	+ 3	
Ranged	0	= 0	+ 0	

SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Balance	DEX			
<input checked="" type="checkbox"/>	Barter	CHA			
<input type="checkbox"/>	Bluff	CHA			
<input checked="" type="checkbox"/>	Climb	STR			
<input type="checkbox"/>	Computer Use ■	INT			
<input type="checkbox"/>	Concentration	CON			
<input type="checkbox"/>	Craft (Chemical) ■	INT			
<input type="checkbox"/>	Craft (Electronic) ■	INT			
<input type="checkbox"/>	Craft (Mechanical) ■	INT			
<input type="checkbox"/>	Craft (Salvage)	INT			
<input type="checkbox"/>	Craft (Structural)	INT			
<input type="checkbox"/>	Craft (Visual Art)	INT			
<input type="checkbox"/>	Craft (Writing)	INT			
<input type="checkbox"/>	Craft	INT			
<input type="checkbox"/>	Decipher Script ■	INT			
<input type="checkbox"/>	Demolitions ■	INT			
<input type="checkbox"/>	Diplomacy	CHA			
<input type="checkbox"/>	Disable Device ■	INT			
<input type="checkbox"/>	Disguise	CHA			
<input checked="" type="checkbox"/>	Drive	DEX	6	0	6
<input type="checkbox"/>	Escape Artist	DEX*			
<input type="checkbox"/>	Forgery	INT			
<input type="checkbox"/>	Gamble	WIS			
<input type="checkbox"/>	Gather Information	CHA			
<input checked="" type="checkbox"/>	Handle Animal ■	CHA	12	2	6
<input type="checkbox"/>	Hide	DEX*			
<input type="checkbox"/>	Intimidate	CHA			
<input type="checkbox"/>	Investigate ■	INT			
<input checked="" type="checkbox"/>	Jump	STR*			
<input type="checkbox"/>	Knowledge (Civics) ■	INT			
<input type="checkbox"/>	Knowledge (Engineering) ■	INT			
<input type="checkbox"/>	Knowledge (Geography) ■	INT			
<input type="checkbox"/>	Knowledge (History) ■	INT			
<input type="checkbox"/>	Knowledge (Medicine) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Nature) ■	INT			
<input type="checkbox"/>	Knowledge (Occult) ■	INT			
<input type="checkbox"/>	Knowledge (Science) ■	INT			
<input type="checkbox"/>	Knowledge (Street)	INT			
<input type="checkbox"/>	Knowledge (Tactics) ■	INT			
<input type="checkbox"/>	Knowledge (Technology) ■	INT			
<input type="checkbox"/>	Knowledge (Theology & Philosophy) ■	INT			
<input type="checkbox"/>	Knowledge (Underworld) ■	INT			
<input type="checkbox"/>	Knowledge	INT			
<input type="checkbox"/>	Knowledge	INT			
<input type="checkbox"/>	Listen	WIS			
<input type="checkbox"/>	Move Silently	DEX*			
<input type="checkbox"/>	Navigate	INT			
<input type="checkbox"/>	Perform (Acting)	CHA			
<input type="checkbox"/>	Perform (Dance)	CHA			
<input type="checkbox"/>	Perform (Music)	CHA			
<input type="checkbox"/>	Perform (Oratory)	CHA			
<input type="checkbox"/>	Pilot ■	DEX			
<input checked="" type="checkbox"/>	Profession <u>Caravan Guard</u>	WIS	6	0	6
<input type="checkbox"/>	Profession	WIS			
<input type="checkbox"/>	Repair ■	INT			
<input type="checkbox"/>	Research	INT			
<input checked="" type="checkbox"/>	Ride	DEX	4	0	2
<input type="checkbox"/>	Search	INT			
<input type="checkbox"/>	Sense Motive	WIS			
<input type="checkbox"/>	Sleight of Hand ■	DEX			
<input type="checkbox"/>	Spot	WIS			
<input checked="" type="checkbox"/>	Survival	WIS			
<input type="checkbox"/>	Swim	STR*			
<input type="checkbox"/>	Treat Injury	WIS			
<input type="checkbox"/>	Tumble ■	DEX*			

Skills marked with ■ can't be used untrained. *ARMOR PENALTY, if any, applies.

