



# CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
Aggressive	1	Gangster	Wiseguy	Human
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT

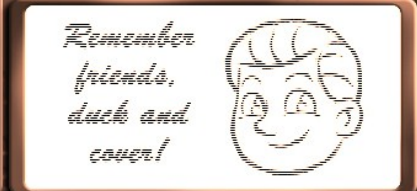


	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR -	12	+1		
DEX -	14	+2		
CON -	14	+2		
INT -	14	+2		
WIS -	12	+1		
CHA -	10	+0		

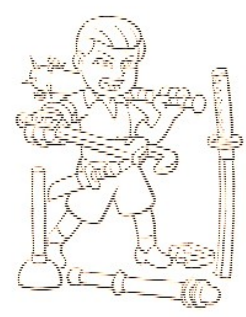


TOTAL	CURRENT
Hit Points	24
Massive Damage Threshold	14
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+2	+2
Speed	30	



	TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	13	= 10 +	1	+	2	+	
Flat-Footed	11						
Touch	13						
Carry Weight	43						
Poison Resistance							
Radiation Resistance							
Healing Rate	1						
Karma Points	3	MAX K.P.	CURRENT K.P.				
Damage Reduction		PHYSICAL D.R.	ENERGY D.R.	LASER / PLASMA D.R.	EXPLOSIVE D.R.		



### SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+2	= +0	+2	+
Reflex (DEX)	+4	= +2	+2	+
Will (WIS)	+1	= +0	+1	+

### ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	2	= +1	+1	+	
Grapple	2	= +1	+1	+	
Ranged	3	= +1	+2	+	
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

## SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Balance	DEX			
<input checked="" type="checkbox"/>	Barter	CHA	1	1	
<input checked="" type="checkbox"/>	Bluff	CHA	1	1	
<input 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 checked="" type="checkbox"/>	Demolitions	INT	8	2	6
<input type="checkbox"/>	Diplomacy	CHA			
<input checked="" type="checkbox"/>	Disable Device	INT	3	2	1
<input checked="" type="checkbox"/>	Disguise	CHA	1		1
<input type="checkbox"/>	Drive	DEX			
<input type="checkbox"/>	Escape Artist	DEX*			
<input checked="" type="checkbox"/>	Forgery	INT			
<input checked="" type="checkbox"/>	Gamble	WIS			
<input checked="" type="checkbox"/>	Gather Information	CHA	2		2
<input type="checkbox"/>	Handle Animal	CHA			
<input type="checkbox"/>	Hide	DEX*			
<input checked="" type="checkbox"/>	Intimidate	CHA			
<input type="checkbox"/>	Investigate	INT			
<input 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 type="checkbox"/>	Knowledge (Nature)	INT			
<input type="checkbox"/>	Knowledge (Occult)	INT			
<input type="checkbox"/>	Knowledge (Science)	INT			
<input checked="" 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 checked="" type="checkbox"/>	Knowledge (Underworld)	INT	3	2	1
<input type="checkbox"/>	Knowledge	INT			
<input type="checkbox"/>	Knowledge	INT			
<input checked="" type="checkbox"/>	Listen	WIS	2	1	1
<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 type="checkbox"/>	Profession	WIS			
<input type="checkbox"/>	Profession	WIS			
<input type="checkbox"/>	Repair	INT			
<input type="checkbox"/>	Research	INT			
<input type="checkbox"/>	Ride	DEX			
<input type="checkbox"/>	Search	INT			
<input checked="" type="checkbox"/>	Sense Motive	WIS			
<input checked="" type="checkbox"/>	Sleight of Hand	DEX			
<input checked="" type="checkbox"/>	Spot	WIS	2	1	1
<input type="checkbox"/>	Survival	WIS			
<input type="checkbox"/>	Swim	STR*			
<input type="checkbox"/>	Treat Injury	WIS			
<input checked="" type="checkbox"/>	Tumble	DEX*	3	2	1

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

