



CHARACTER SHEET

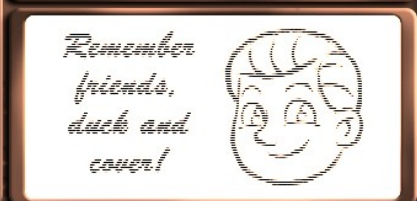
CHARACTER NAME		PLAYER NAME		AGE	GENDER	Ghul	RACE
Defensive	1	Survivalist	Scavenger				
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT		

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR -	10	+0		
DEX -	12	+1		
CON -	10	+0		
INT -	12	+1		
WIS -	18	+4		
CHA -	10	+0		



TOTAL	CURRENT
Hit Points	16
Massive Damage Threshold	13
Radiated	Immune
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+1	+1
Speed	20	



	TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	13	= 10 +	2	+	1	+	
Flat-Footed	12						
Touch	13						
Carry Weight	33						
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	+ 0	+ 2
Reflex (DEX)	3	= 0	+ 1	+ 2
Will (WIS)	5	= 1	+ 4	+

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	4	= 0	+ 0	+	+
Grapple	4	= 0	+ 0	+	+
Ranged	3	= 0	+ 1	+	+
	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 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 checked="" type="checkbox"/>	Craft (Electronic) ■	INT	5	1	3
<input checked="" type="checkbox"/>	Craft (Mechanical) ■	INT	5	1	3
<input type="checkbox"/>	Craft (Salvage)	INT			
<input checked="" type="checkbox"/>	Craft (Structural)	INT	3	1	1
<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 type="checkbox"/>	Drive	DEX			
<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			
<input checked="" type="checkbox"/>	Hide	DEX*	4	1	2
<input 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 checked="" type="checkbox"/>	Knowledge (Geography) ■	INT	3	1	1
<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 type="checkbox"/>	Knowledge (Street)	INT			
<input type="checkbox"/>	Knowledge (Tactics) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Technology) ■	INT	5	1	3
<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 checked="" type="checkbox"/>	Navigate	INT	3	1	1
<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>Mechanic</u>	WIS	7	4	2
<input checked="" type="checkbox"/>	Profession	WIS			
<input checked="" type="checkbox"/>	Repair ■	INT	9	1	6
<input type="checkbox"/>	Research	INT			
<input checked="" type="checkbox"/>	Ride	DEX			
<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	7	4	2
<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.

ITEM1	WT.	ITEM2	WT.
Wrench	4		
MAB P15 9mm	3		
TOTAL WEIGHT CARRIED			7

WEAPON1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
MAB P15 9mm	+1	2d6	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
40	3	Physical	S	—
WEAPON2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
WEAPON3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMO1	AMMO2
9mm ammo (2 rounds)	

Exp:

Copper Coins:

Steel Coins:

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?		
			Yes <input type="checkbox"/> No <input type="checkbox"/>		
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

FEATS

Archaic Weapon Proficiency (background)

Personal Firearm Proficiency (background)

Armor (light) Proficiency (background)

Improved Damage Threshold (Starting)

Point Blank Shot (1st Level)

TALENTS

Mechanic

REPUTATION

Notes

Fear the Reaper: Gain acquired feats at every three levels instead of four. Dies at -1 hit points instead of -10.

Skilled: +1 bonus to all skill, however gain acquired feat at every four levels instead of three.

Skill Bonus: +1 circumstance bonus to Repair skill from having the class skill twice.

Race: Immune to Radiation

Mechanic: Bonus to Repair skill equal to character level

TRAITS

Fear the Reaper

Skilled

LANGUAGES

	SPEAK	READ / WRITE		SPEAK	READ / WRITE
Arabic	<input type="checkbox"/>	<input type="checkbox"/>	Japanese	<input type="checkbox"/>	<input type="checkbox"/>
Chinese	<input type="checkbox"/>	<input type="checkbox"/>	Slavic	<input type="checkbox"/>	<input type="checkbox"/>
English	Yes	Yes	Spanish	<input type="checkbox"/>	<input type="checkbox"/>
French	<input type="checkbox"/>	<input type="checkbox"/>	Tribal	<input type="checkbox"/>	<input type="checkbox"/>
German	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Italian	Yes	Yes		<input type="checkbox"/>	<input type="checkbox"/>

