



CHARACTER SHEET

CHARACTER NAME		PLAYER NAME		AGE	GENDER	Human
Defensive	1	Shelter Dweller	Doctor			
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT	

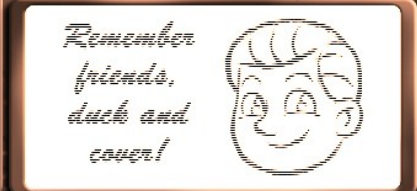


	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR -	10	+0		
DEX -	12	+1		
CON -	14	+2		
INT -	16	+3		
WIS -	12	+1		
CHA -	12	+1		

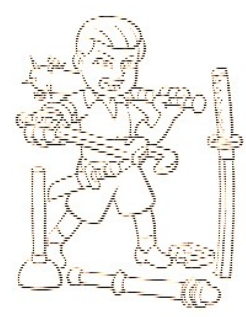


TOTAL	CURRENT
Hit Points	20
Massive Damage Threshold	14
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+1	+1
Speed	30	



	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	+2	
Reflex (DEX)	+3	= +1	+2	
Will (WIS)	+1	= +0	+1	

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	0	= +0	+0		
Grapple	0	= +0	+0		
Ranged	1	= +0	+1		

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 type="checkbox"/>	Climb	STR			
<input checked="" type="checkbox"/>	Computer Use ■	INT	5	3	2
<input type="checkbox"/>	Concentration	CON			
<input checked="" type="checkbox"/>	Craft (Chemical) ■	INT	6	3	2
<input checked="" type="checkbox"/>	Craft (Electronic) ■	INT			
<input checked="" type="checkbox"/>	Craft (Mechanical) ■	INT			
<input checked="" type="checkbox"/>	Craft (Salvage)	INT			
<input checked="" type="checkbox"/>	Craft (Structural)	INT			
<input checked="" type="checkbox"/>	Craft (Visual Art)	INT			
<input checked="" type="checkbox"/>	Craft (Writing)	INT			
<input checked="" type="checkbox"/>	Craft	INT			
<input checked="" type="checkbox"/>	Craft	INT			
<input type="checkbox"/>	Decipher Script ■	INT			
<input type="checkbox"/>	Demolitions ■	INT			
<input checked="" type="checkbox"/>	Diplomacy	CHA	3	1	2
<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 type="checkbox"/>	Handle Animal ■	CHA			
<input type="checkbox"/>	Hide	DEX*			
<input type="checkbox"/>	Intimidate	CHA			
<input type="checkbox"/>	Investigate ■	INT			
<input type="checkbox"/>	Jump	STR*			
<input checked="" type="checkbox"/>	Knowledge (Civics) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Engineering) ■	INT	6	3	2
<input checked="" type="checkbox"/>	Knowledge (Geography) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (History) ■	INT	6	3	2
<input checked="" type="checkbox"/>	Knowledge (Medicine) ■	INT	7	3	3
<input checked="" type="checkbox"/>	Knowledge (Nature) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Occult) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Science) ■	INT	6	3	2
<input checked="" type="checkbox"/>	Knowledge (Street)	INT			
<input checked="" type="checkbox"/>	Knowledge (Tactics) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Technology) ■	INT	6	3	2
<input checked="" type="checkbox"/>	Knowledge (Theology & Philosophy) ■	INT			
<input checked="" type="checkbox"/>	Knowledge (Underworld) ■	INT			
<input checked="" type="checkbox"/>	Knowledge	INT			
<input checked="" type="checkbox"/>	Knowledge	INT			
<input type="checkbox"/>	Listen	WIS			
<input type="checkbox"/>	Move Silently	DEX*			
<input type="checkbox"/>	Navigate	INT			
<input checked="" type="checkbox"/>	Perform (Acting)	CHA			
<input checked="" type="checkbox"/>	Perform (Dance)	CHA			
<input checked="" type="checkbox"/>	Perform (Music)	CHA			
<input checked="" type="checkbox"/>	Perform (Oratory)	CHA			
<input type="checkbox"/>	Pilot ■	DEX			
<input type="checkbox"/>	Profession	WIS			
<input type="checkbox"/>	Profession	WIS			
<input checked="" type="checkbox"/>	Repair ■	INT	9	3	6
<input checked="" type="checkbox"/>	Research	INT	5	3	2
<input type="checkbox"/>	Ride	DEX			
<input type="checkbox"/>	Search	INT			
<input checked="" type="checkbox"/>	Sense Motive	WIS	7	1	6
<input type="checkbox"/>	Sleight of Hand ■	DEX			
<input type="checkbox"/>	Spot	WIS			
<input type="checkbox"/>	Survival	WIS			
<input type="checkbox"/>	Swim	STR*			
<input checked="" type="checkbox"/>	Treat Injury	WIS	10	1	6
<input type="checkbox"/>	Tumble ■	DEX*			

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

