



CHARACTER SHEET

CHARACTER NAME		PLAYER NAME		AGE	GENDER	Human	
Aggressive		1		Tribal		Soldier	
CLASS		LEVEL		BACKGROUND		OCCUPATION	
						HEIGHT	
						WEIGHT	

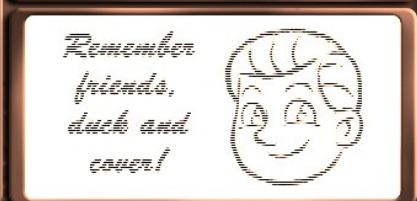


	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR -	16	+3		
DEX -	14	+2		
CON -	14	+2		
INT -	10	0		
WIS -	12	+1		
CHA -	8	-1		



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

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+0	+2
Speed	30	



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	13	= 10 + 1	+ 2			
Flat-Footed	13					
Touch	11					
Carry Weight	76					
Poison Resistance						
Radiation Resistance						
Healing Rate	1					
Karma Points	3					
Damage Reduction						

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	4	= +1	+ 3	
Grapple	4	= +1	+ 3	
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 type="checkbox"/>	Barter	CHA			
<input type="checkbox"/>	Bluff	CHA			
<input checked="" type="checkbox"/>	Climb	STR	4	+3	1
<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 checked="" 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 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*	3	+2	1
<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 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 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 checked="" type="checkbox"/>	Profession Hunter	WIS	2	+1	1
<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 type="checkbox"/>	Sense Motive	WIS			
<input type="checkbox"/>	Sleight of Hand	DEX			
<input checked="" type="checkbox"/>	Spot	WIS	3	+1	1
<input checked="" type="checkbox"/>	Survival	WIS	2	+1	1
<input type="checkbox"/>	Swim	STR*			
<input type="checkbox"/>	Treat Injury	WIS			
<input checked="" type="checkbox"/>	Tumble	DEX*	4	+2	2

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

ITEM1	WT.	ITEM2	WT.
Baseball Bat	4	Healing Salve (heals 1d3+2 HP)	1
Water Skin	2	Meat Jerky	.5
Water Skin	2	Flat Bread	.5
		Flat Bread	.5
		Flat Bread	.5
TOTAL WEIGHT CARRIED			11

WEAPON1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Baseball Bat	+5	1d6+5	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
—	4	Physical	M	—
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

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

Track (background)

Brawl (occupation)

Archaic Weapon Proficiency (Starting)

Power Attack (1st Level)

TALENTS

Melee Smash

REPUTATION

REPUTATION

COMPUTER

Notes

Bruiser: +1 damage on all melee attacks.

One-Hander: +1 to attack rolls with one-handed weapons.
-4 to attack rolls with two-handed weapons.

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

TRAITS

Bruiser

One-Hander

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	<input type="checkbox"/>	<input type="checkbox"/>	Spanish	<input type="checkbox"/>	<input type="checkbox"/>
French	<input type="checkbox"/>	<input type="checkbox"/>	Tribal	Yes <input type="checkbox"/>	No <input type="checkbox"/>
German	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Italian	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

