



Name _____ Sex _____
 Race _____ Age _____
 Height _____ Weight _____ Eyes _____
 Hair _____ Skin color _____
 Appearance _____

ARMOR
 Base AC (AG) _____
 AC Bonuses _____
AC _____
 DT/DR Base +/- **Total** Condition
 Normal ___/___/___/___ Helmet: _____
 Laser ___/___/___/___ Condition
 Fire ___/___/___/___ Other: _____
 Plasma ___/___/___/___ Condition
 Explode ___/___/___/___ _____
 Helmet DT/DR: _____ Condition
 Normal: _____ Laser: _____ Notes: _____
 Fire: _____ Plasma: _____

CONDITION
 Current Maximum
 Hit Points (15+ST+2xEN) _____
 Other Wounds _____
 Rads _____
 Poison _____

PRIMARY STATISTICS				
Stat	Min/Max	Avg.	Base	+/- Total
Strength	_____	_____	_____	_____
Perception	_____	_____	_____	_____
Endurance	_____	_____	_____	_____
Charisma	_____	_____	_____	_____
Intelligence	_____	_____	_____	_____
Agility	_____	_____	_____	_____
Luck	_____	_____	_____	_____

Sneak	___%	___%	___%
Lockpick	___%	___%	___%
Safe Cracking	___%	___%	___%
Electronic Lockpick	___%	___%	___%
Steal	___%	___%	___%
Traps	___%	___%	___%
Complex Traps	___%	___%	___%
Demolitions	___%	___%	___%
Science, Biology	___%	___%	___%
Science, Chemistry	___%	___%	___%
Science, Computers	___%	___%	___%
Science, Geology	___%	___%	___%
Science, Invent	___%	___%	___%
Science, Teach	___%	___%	___%
Repair, Electronics	___%	___%	___%
Repair, Firearms	___%	___%	___%
Repair, Mechanical	___%	___%	___%
Repair, Melee	___%	___%	___%
Repair, Plumbing	___%	___%	___%
Repair, Woodwork	___%	___%	___%
Pilot, Aircraft	___%	___%	___%
Pilot, Watercraft	___%	___%	___%
Pilot, Landcraft	___%	___%	___%
Pilot, Warcraft	___%	___%	___%
Speech	___%	___%	___%
Barter	___%	___%	___%
Gambling, Cheating	___%	___%	___%
Gambling, Dice	___%	___%	___%
Gambling, Cards	___%	___%	___%
Gambling, Sports	___%	___%	___%
Gambling, Machines	___%	___%	___%
Wilderness Lore	___%	___%	___%
Tracking	___%	___%	___%
Navigation	___%	___%	___%
Swimming	___%	___%	___%
Climbing	___%	___%	___%
Sexual Prowess	___%	___%	___%
_____	___%	___%	___%
_____	___%	___%	___%

SECONDARY STATISTICS			
	Base	+/-	Total
Action Points (1/2 AG +5)	_____	_____	_____
Carry Weight (25 lbs+25xST)	_____	_____	_____
Melee Damage (ST-5, no less than 1)	_____	_____	_____
Poison Resistance (5xEN)	_____	_____	_____
Radiation Resistance (2xEN)	_____	_____	_____
Electricity Resistance	_____	_____	_____
Gas Resistance	_____	_____	_____
Sequence (2xPE)	_____	_____	_____
Healing Rate (1/3 EN round down)	_____	_____	_____
Critical Chance (LK)	_____	_____	_____
Implant Endurance (10x(IN+EN))	_____	_____	_____

SKILLS			
	Base	+/-	Total
AIM, Direct Fire	___%	___%	___%
AIM, Indirect Fire	___%	___%	___%
Bows	___%	___%	___%
Crossbows	___%	___%	___%
Pistols	___%	___%	___%
Rifles	___%	___%	___%
Shotguns	___%	___%	___%
Assault Shotguns	___%	___%	___%
Sub-Machine guns	___%	___%	___%
Assault Rifles	___%	___%	___%
Machine Guns	___%	___%	___%
Miniguns	___%	___%	___%
SPP Launchers	___%	___%	___%
TLP Launchers	___%	___%	___%
Reactive Fluid	___%	___%	___%
Small Beam	___%	___%	___%

Large Beam	___%	___%	___%
Small Plasma	___%	___%	___%
Large Plasma	___%	___%	___%
Pulse Weapons	___%	___%	___%
Unarmed	___%	___%	___%
Boxing	___%	___%	___%
Brawling	___%	___%	___%
Powered Boxing	___%	___%	___%
Blunt Weapons	___%	___%	___%
Axes and Cleavers	___%	___%	___%
Swords	___%	___%	___%
Spears	___%	___%	___%
Knives	___%	___%	___%
Throwing	___%	___%	___%
Primitive Thrown	___%	___%	___%
Grenades	___%	___%	___%
First Aid	___%	___%	___%
Doctor	___%	___%	___%