

Name _____ Sex _____ Race _____

Height _____ m Weight _____ lbs Eyes _____ Hair _____

Age _____ Skin color _____ Appearance Notes _____



Primary Statistics

	Base	+/-	Total
ST			
PE			
EN			
CH			
IN			
AG			
LK			

Secondary Statistics

	Base	+/-	Total
Action Points	5 + AG/2		
Carry Weight	(25 + 25xST) lbs		
Melee Damage	ST-5 (min. 1)		
Poison Resist.	5xEN		
Radiation Resist.	2xEN		
Sequence	2xPE		
Healing Rate	EN/3		
Critical Chance	LK		

Skills

	Base	+/-	Total	
Small Guns	5% + 4xAG			<input type="radio"/>
Big Guns	0% + 2xAG			<input type="radio"/>
Energy Weapons	0% + 2xAG			<input type="radio"/>
Unarmed	30% + 2x(AG+ST)			<input type="radio"/>
Melee Weapons	20% + 2x(AG+ST)			<input type="radio"/>
Throwing	0% + 4xAG			<input type="radio"/>
First Aid	2x(PE+IN)			<input type="radio"/>
Doctor	5% + (PE+IN)			<input type="radio"/>
Sneak	5% + 3xAG			<input type="radio"/>
Lockpick	10% + (PE+AG)			<input type="radio"/>
Steal	0% + 3xAG			<input type="radio"/>
Traps	0% + (PE+AG)			<input type="radio"/>
Science	0% + 4xIN			<input type="radio"/>
Repair	0% + 3xIN			<input type="radio"/>
Pilot	0% + 2x(AG+PE)			<input type="radio"/>
Speech	0% + 5xCH			<input type="radio"/>
Barter	0%+4xCH			<input type="radio"/>
Gambling	0%+5xLK			<input type="radio"/>
Outdoorsman	0% + 2x(EN+IN)			<input type="radio"/>

Armor

	Base	+/-	Total
AC			
DR			
DT			

Normal Laser Fire Plasma Explode

Armor _____
 Helmet _____
 Other _____

Gas Resistance _____ Electricity Resistance _____

Armor Condition

Condition Mod. _____
 Notes _____

Left Hand

Weapon	Range	Damage
AP Single	AP Targeted	AP Burst
Ammo Type	Ammo Damage	Rounds
Bullets in Burst	Condition	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Right Hand

Weapon	Range	Damage
AP Single	AP Targeted	AP Burst
Ammo Type	Ammo Damage	Rounds
Bullets in Burst	Condition	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Condition

Current HP	Max HP	Rads	Poison	Wounds

