

Name _____ Age _____ Sex _____ Race _____ Weight _____
 Eyes _____ Hair _____ Appearance _____



	Total	+/-	Base	Racial Min/Max
ST	<input type="text"/>	___	___	___/___
PE	<input type="text"/>	___	___	___/___
EN	<input type="text"/>	___	___	___/___
CH	<input type="text"/>	___	___	___/___
IN	<input type="text"/>	___	___	___/___
AG	<input type="text"/>	___	___	___/___
LK	<input type="text"/>	___	___	___/___

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

Level Karma HP/Level
 Experience Carry Weight
 Wounds

Hit Points	Armor Class	+/-	Base AC
<input type="text"/> / <input type="text"/>	<input type="text"/>	___	___
DT	DR	+/-	Base
Normal <input type="text"/> / <input type="text"/>	___	___	___
Laser <input type="text"/> / <input type="text"/>	___	___	___
Fire <input type="text"/> / <input type="text"/>	___	___	___
Plasma <input type="text"/> / <input type="text"/>	___	___	___
Explode <input type="text"/> / <input type="text"/>	___	___	___

Poison Resistance Radiation Resistance Gas Resistance / Electricity Resistance Healing Rate

Action Points Sequence Melee Damage Critical Chance Armor Condition

Left Hand	PE Range Mod.	Ammo	Right Hand
Weapon _____ Rng _____ Dmg _____			Weapon _____ Rng _____ Dmg _____
APs: Single _____ Target _____ Burst _____			APs: Single _____ Target _____ Burst _____
Ammo _____ Ammo Damage _____ Rounds _____ / _____			Ammo _____ Ammo Damage _____ Rounds _____ / _____
+/- _____			+/- _____
Condition <input type="text"/>			Condition <input type="text"/>

