Name _____ Sex _____

Race _____ Age _____

Height _____ Weight _____ Eyes _____

Hair _____ Skin color _____

Appearance _____

CONDITION

	Current	Maximum
Hit Points (Initial = 15+ST+2xEN)		
Rads		
Poison		

Other Wounds _____

ARMOR

Base AC (AG) _____

AC Bonuses _____

AC _____

DT/DR	Base	+/-	**Total**
Normal	___/___	___/___	___/___
Laser	___/___	___/___	___/___
Fire	___/___	___/___	___/___
Plasma	___/___	___/___	___/___
Explode	___/___	___/___	___/___

Helmet DT/DR:

Normal: _____ Laser: _____

Fire: _____ Plasma: _____

Armor: _____

Condition ☐☐☐☐☐☐☐☐☐☐

Helmet: _____

Condition ☐☐☐☐☐☐☐☐☐☐

Other: _____

Condition ☐☐☐☐☐☐☐☐☐☐

_____

Condition ☐☐☐☐☐☐☐☐☐☐

Notes: _____

_____

PRIMARY STATISTICS

Stat	Min/Max	Base	+/-	**Total**
Strength	_____	_____	_____	_____
Perception	_____	_____	_____	_____
Endurance	_____	_____	_____	_____
Charisma	_____	_____	_____	_____
Intelligence	_____	_____	_____	_____
Agility	_____	_____	_____	_____
Luck	_____	_____	_____	_____

SECONDARY STATISTICS

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

SKILLS

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

Left Hand

Weapon _____ Rng _____ Dmg _____

AP: Single _____ Targeted _____ Burst _____

Ammo _____ Ammo Dmg _____ Rounds ___/___

Bullets in Burst _____ +/- _____

Condition ☐☐☐☐☐☐☐☐☐☐ Notes: _____

_____

Right Hand

Weapon _____ Rng _____ Dmg _____

AP: Single _____ Targeted _____ Burst _____

Ammo _____ Ammo Dmg _____ Rounds ___/___

Bullets in Burst _____ +/- _____

Condition ☐☐☐☐☐☐☐☐☐☐ Notes: _____

_____

Level _____ Experience _____ Next Level _____ Karma _____

Perks every _____ levels Hit Points / level (3+1/2 EN) _____ Skill Points / level (5+2xIN) _____