

Name _____ Age _____
 Race _____ Sex _____

Condition

	Current	Maximum
Hit Points (Initial = 20+STR+EN)		
Rads		Other Wounds _____
Poison		_____

ARMOR

Base AC (AG) _____

	DR	DT
Normal	_____	_____
Laser	_____	_____
Fire	_____	_____
Plasma	_____	_____
Explosion	_____	_____

Armor Worn: _____

Armor Class _____ Armor Condition _____

Bonuses

Condition Modifier Notes _____

AC: _____



Primary Statistics

Stat	Base	Adjustments	Total
Strength	_____	_____	_____
Perception	_____	_____	_____
Endurance	_____	_____	_____
Charisma	_____	_____	_____
Intelligence	_____	_____	_____
Agility	_____	_____	_____
Luck	_____	_____	_____

Skills

Small Guns (Base=35%+AG)	_____ %
Big Guns (Base=10%+AG)	_____ %
Energy Weapons (Base=10%+AG)	_____ %
Unarmed (Base=40%+(average AG+STR))	_____ %
Melee Weapons (Base=25%+(STR+AG))	_____ %
Throwing Weapons (Base=10%+(STR+PE))	_____ %
First Aid (Base=30%+(average PE+INT))	_____ %
Doctor (Base=15%+(average PE+INT))	_____ %
Driving (Base=2%X(average AG+PE))	_____ %
Sneak (Base=25%+AG)	_____ %
Lockpick (Base=20%+(average PE+AG))	_____ %
Steal (Base=20%+AG)	_____ %
Traps (Base=10%+PE+AG)	_____ %
Science (Base=0%+(4XINT))	_____ %
Repair (Base=0%+(3XINT))	_____ %
Speech (Base=25%+(2XCHR))	_____ %
Barter (Base=20%+(2XCHR))	_____ %
Gambling (Base=0%+(5XLK))	_____ %
Outdoorsman (Base=0%+(2x(EN+INT)))	_____ %

Secondary Statistics

	Base	Adj.	Total
Action Points (AG, no less than 5)	_____	_____	_____
Carry Weight (usually 25lbs X STR)	_____	_____	_____
Melee Damage (1/2 STR round up)	_____	_____	_____
Poison Resistance (3 X END)	_____	_____	_____
Radiation Resistance (2 X END)	_____	_____	_____
Sequence (PE + LK)	_____	_____	_____
Healing Rate (1/2 END round up)	_____	_____	_____
Critical Chance (LK)	_____	_____	_____

Skills

Driving (Base=2%X(average AG+PE))	_____ %
Sneak (Base=25%+AG)	_____ %
Lockpick (Base=20%+(average PE+AG))	_____ %
Steal (Base=20%+AG)	_____ %
Traps (Base=10%+PE+AG)	_____ %
Science (Base=0%+(4XINT))	_____ %
Repair (Base=0%+(3XINT))	_____ %
Speech (Base=25%+(2XCHR))	_____ %
Barter (Base=20%+(2XCHR))	_____ %
Gambling (Base=0%+(5XLK))	_____ %
Outdoorsman (Base=0%+(2x(EN+INT)))	_____ %

Left Hand

Weapon _____ Rng _____ Damage _____

APs: Single _____ Targeted _____ Burst _____

Ammo Type _____ Ammo Damage _____ Rounds _____

Notes _____

Condition

Right Hand

Weapon _____ Rng _____ Damage _____

APs: Single _____ Targeted _____ Burst _____

Ammo Type _____ Ammo Damage _____ Rounds _____

Notes _____

Condition

Experience _____ Karma _____ Titles and Perks _____

For Next Level _____

Character Notes _____

