

Name:

Experience level:

Race:

Experience points:

Height:

Age:

Eye color:

Hair color:

Sex:

Physique:

Other features:

Character stats:	Derived stats:	
STrength:	Hitpoints:	
PErception:	Hitpoints per experience level:	
ENdurance:	Skill points per experience level:	
CHARisma:	Action points:	
INtelligence:	Unarmed damage:	
AGility:	Radiation resistance:	
LUck:	Poison resistance:	
COurage:	Critical Hit chance:	
	Carrying capacity:	

Skills:

Combat skills:

Handguns:		Throwing:	
Rifles:		Unarmed:	
Heavy Weapons:		Melee:	
Explosives:		Bow and arrow:	

Healing skills:

Doctor:		First Aid:	
Empathy:			

Thieving skills:

Lockpicking:		Sneaking:	
Pickpocketing:		Disguising:	

Technical skills:

Repairing (mechanics):		Crafting:	
Repairing (electronics):		Gun smithing:	
Computer skills:			

Sciences:

