

Character:

Action points: ○○○○○○○○○○○○

Hit points:

Combat skills:

Handguns:

Rifles:

Heavy Weapons:

Melee weapons:

Throwing:

Tactics:

Unarmed:

Bow and Arrow:

Body control:

crit. hit chance (RC):

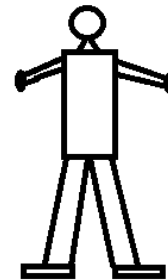
crit. hit chance (CC):

Wounds or other info:

	Strength:	Intelligence:
	Perception:	Agility:
	Endurance:	Luck:
	Charisma:	Courage:

Armor values:

	Head:			Torso:			Legs:		
Normal									
Laser									
Fire									
Plasma									
Explosions									
Electrical									



Special rules:	Learned unarmed combat styles:

Ranged combat weapons:

AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
Ammunition:	Used:		Available:	

AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
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