






NAME:


S.P.E.W. ATTRIBUTES

BONUS BONUS BONUS BONUS

SURVIVAL POINTS 

GESTALT LEVEL 

MORALE 

TRAITS (TIER):

TRAINING VALUE(S):

BASIC SKILLS


- Balance **{Bal%}** - { %}
- Brawl **{Brl%}** - { %}
- Climb **{Clim%}** - { %}
- Composure **{Cmps%}** - { %}
- Dodge **{Do%}** - { %}
- Endurance **{End%}** - { %}
- Expression **{Exp%}** - { %}
- Grapple **{Grpl%}** - { %}
- Hold **{Hold%}** - { %}
- Jump/Leap **{J/L%}** - { %}
- Lift/Pull **{L/P%}** - { %}
- Resist Pain **{RPai%}** - { %}
- Search **{Srch%}** - { %}
- Stealth **{Stlh%}** - { %}
- Spot/Listen **{Spt/Li%}** - { %}
- Swim **{Swim%}** - { %}


VITALITY

BASE DAMAGE THRESHOLD {Se+We} + Abil.

± TEMP. DT MODIFIERS

TOTAL DAMAGE THRESHOLD = +

HEALTH POINTS 

VIRAL 

SYMPTOMS/INJURIES:

BASE DEF.	<input type="text"/>	DAMAGE TYPE DEF. BONUS	
GEAR BONUS	<input type="text"/>	[Ac <input type="text"/>	[Ra <input type="text"/>
MISC. BONUS	<input type="text"/>	[Bl <input type="text"/>	[Sl <input type="text"/>
DAMAGE TYPE DEF. BONUS	<input type="text"/>	[El <input type="text"/>	[Th <input type="text"/>
DEFENSE	<input type="text"/>	[Pi <input type="text"/>	[<input type="text"/>
		[Po <input type="text"/>	

TRAINED SKILLS

- Bow/Crossbow **{Bow%}** -- { %}
- Calm Other **{CO%}** -- { %}
- Dipl (Persuade) **{D-P%}** -- { %}
- Dipl. (Barter/Bribe) **{D-BB%}** -- { %}
- Dipl. (Comd/Coax) **{D-CC%}** -- { %}
- Dipl.(Det. Motives) **{D-DM%}** -- { %}
- Dipl. (Intimidate) **{D-INT%}** -- { %}
- Digital Systems **{DgtlSys%}** -- { %}
- Frms. (Long Gun) **{Frm-L%}** -- { %}
- Firearms (Pistol) **{Frm-P%}** -- { %}
- First Aid **{FAid%}** -- { %}
- M. Attack-[BI] **{MA-BI%}** -- { %}
- M. Attack-[PI] **{MA-Pi%}** -- { %}
- M. Attack-[SI] **{MA-SI%}** -- { %}
- Navigation **{Nav%}** -- { %}
- Throw **{Thrw%}** -- { %}

EXPERT SKILLS

- Adv. Medicine **{AMed%}** --- { %}
- Construct (Mat'l) **{Cnst%}** --- { %}
- Engineering **{Eng%}** --- { %}
- Martial Arts **{MtlA%}** --- { %}
- Pilot (Vehicle) **{Pil%}** --- { %}
- Science (field) **{Sci%}** --- { %}
- Survival **{Srvl%}** --- { %}
- Toughness **{Tgh%}** --- { %}