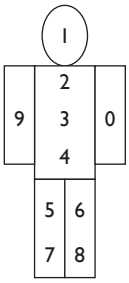
Name

Str %(/) **App** %(/)
Con %(/) **Siz** %(/)
Pow %(/) **Int** %(/)
Dex %(/) **Edu** %(/)

Luck
HP max

00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20



Dodge %(/)
Fighting (Brawl) %(/)
Fighting ( ) %(/)
Firearms (Pistol) %(/)
Firearms (Rifle) %(/)
Firearms ( ) %(/)
Throw %(/)

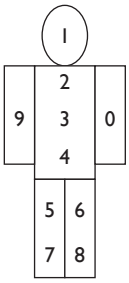
Weapon	Damage	Range	Uses	Mag	Malf.

Name

Str %(/) **App** %(/)
Con %(/) **Siz** %(/)
Pow %(/) **Int** %(/)
Dex %(/) **Edu** %(/)

Luck
HP max

00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20



Dodge %(/)
Fighting (Brawl) %(/)
Fighting ( ) %(/)
Firearms (Pistol) %(/)
Firearms (Rifle) %(/)
Firearms ( ) %(/)
Throw %(/)

Weapon	Damage	Range	Uses	Mag	Malf.

Name

Str %(/) **App** %(/)
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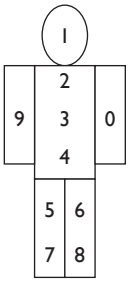
Luck
HP max

00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20



Dodge %(/)
Fighting (Brawl) %(/)
Fighting ( ) %(/)
Firearms (Pistol) %(/)
Firearms (Rifle) %(/)
Firearms ( ) %(/)
Throw %(/)

Weapon	Damage	Range	Uses	Mag	Malf.

Name

Str %(/) **App** %(/)
Con %(/) **Siz** %(/)
Pow %(/) **Int** %(/)
Dex %(/) **Edu** %(/)

Luck
HP max

00 01 02 03 04 05 06 07 08 09 10
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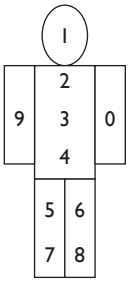

Dodge %(/)
Fighting (Brawl) %(/)
Fighting ( ) %(/)
Firearms (Pistol) %(/)
Firearms (Rifle) %(/)
Firearms ( ) %(/)
Throw %(/)

Weapon	Damage	Range	Uses	Mag	Malf.