StrengthDexterityIntelligenceHealth	Hit Points Will Perception Fatigue Points	DamageResistanceTorsoVitalsHeadArmsFaceHandsEyesLegsNeckFeet	(current) Defend
Swing:	Thrust:	Speed:	Enc: DB:
Skills Name Level	Name Level	Advantages	Disadvantages
Melee/Unarmed Attack Level	Damage Reach Defend	Ranged Attack Level Damage	Acc Range RoF Shots Bulk Rcl
Possessions _{Er}	ncumbrance	Notes/Other	

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