

Header bar

<input type="checkbox"/>	Strength	Hit Points	<input type="checkbox"/>
<input type="checkbox"/>	Dexterity	Will	<input type="checkbox"/>
<input type="checkbox"/>	Intelligence	Perception	<input type="checkbox"/>
<input type="checkbox"/>	Health	Fatigue Points	<input type="checkbox"/>

Damage Resistance	
Torso	Vitals
Head	Arms
Face	Hands
Eyes	Legs
Neck	Feet

HP <i>(current)</i>

Defend

Swing:	Thrust:
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Speed:

Enc:	DB:
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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	Encumbrance

Notes/Other