

NICKNAME:

GENDER:

AGE:

FORM:

PROFESSION:

08 010 012 PERSUASION

08 010 012 EMPATHY

08 010 012 CUNNING

08 010 012 KNOWLEDGE

08 010 012 TECHNICS

08 010 012 TERMINALS

08 010 012 PILOTAGE

08 010 012 CYBERNETICS

08 010 012 ATHLETICS

08 010 012 MELEE

08 010 012 SHOOTING

08 010 012 HEAVY WEAPONS

08 010 012 SURVIVAL

08 010 012 HEALING

08 010 012 BIOCHEMISTRY

08 010 012 CONSPIRACY

TIME OF
PEACE

08 010 012

SPIRIT OF
PROGRESS

08 010 012

CALL OF
WAR

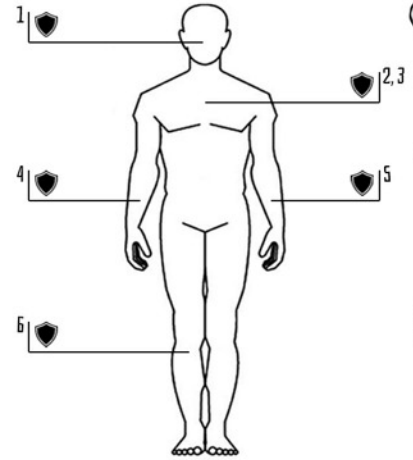
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PHASE OF
PERSEVERANCE

08 010 012

INITIATIVE:

RESISTANCE:



VITALITY:

WOUNDS:

INJURIES:

FORTITUDE:

EXHAUSTION:

APOCALYPSE GIFTS:

DISEASES:

GUN:



POWER=

ACCURACY=

RANGE=

RATE OF FIRE=

CORROSION=

MAGAZINE=

GUN:



POWER=

ACCURACY=

RANGE=

RATE OF FIRE=

CORROSION=

MAGAZINE=

GUN:



POWER=

ACCURACY=

RANGE=

RATE OF FIRE=

CORROSION=

MAGAZINE=

MELEE WEAPON:



CHARACTER DESCRIPTION:

EQUIPMENT:

EQUIPMENT OR SERVICE...

[0] POPULAR (VALUE UP TO 8 AMMO, AVAILABILITY 90%)
[1] COMMON (VALUE UP TO 25 AMMO, AVAILABILITY 85%),
[2] UNCOMMON (VALUE UP TO 50 AMMO, AVAILABILITY 65%),
[3] SCARCE (VALUE UP TO 100 AMMO, AVAILABILITY 50%),
[4] WANTED (VALUE UP TO 200 AMMO, AVAILABILITY 40%),
[5] TOPPING (VALUE EXCEEDS 200 AMMO, AVAILABILITY 25%).

BIOSTIMULANTS:

MARVELS:

CHEMICAL COMPONENTS:

UNIVERSAL PARTS:

FEATURES OF THE POWER ARMOR:

IMPLANTS / PROSTHETICS:

CONVERSION LIMIT
(FORTITUDE - 2)

MOTIVE:

EXPERIENCE POINTS:

KARMA