ICTER INFORMATION	ABILITY S	CORES	Calculated Values
PLAYER'S NAME:	AB STI DE CO INT WI CH	ILITY SCORE MODIFIER RENGTH XTERITY NSTITUTION TELLIGENCE SDOM ARISMA TIATIVE MODIFIER	SAVING THROWS FORTITUDE REFLEX WILLPOWER COMBAT MODIFIERS BASE ATTACK BONUS ARMOUR CLASS HIT POINTS SHOCK VALUE
ATTRIBUTE/FEAT/SKILL/DEFECT COST NOTES/EFFECT		ATTRIBUTE/FEAT/SKILL/ DEFE	CT COST NOTES/EFFECT
SSIONS AND NOTES			
	PLAYER'S NAME: GM'S NAME: CHARACTER NAME: STARTING LEVEL: CLASS: CLASS: CLEVEL: CLASS: LEVEL: CLASS: LEVEL: BACE: BACE COST: EXPERIENCE POINTS: HEIGHT: HEIGHT: WEIGHT: BUTES, FEATS, SKILLS, and DEFECTS	PLAYER'S NAME:	PLAYER'S NAME: GM'S NAME: GM'S NAME: CHARACTER NAME: STARTING LEVEL: DISCRETIONARY POINTS: CLASS: LEVEL: CHARISMA AGE: PHYSICAL DESCRIPTION: BASE MOVEMENT ATTRIBUTE/FEAT/SKILL/ DEFECT ATTRIBUTE/FEAT/SKILL/ DEFECT ATTRIBUTE/FEAT/SKILL/ DEFECT