

Nationality

Class

NAME			ROUNDS										
RANGE	CRITICAL	DAMAGE	MISC	+	LEAD	+	HAND	+	ABILITY BONUS	+	BASE	=	TOTAL

NAME			ROUNDS										
RANGE	CRITICAL	DAMAGE	MISC	+	LEAD	+	HAND	+	ABILITY BONUS	+	BASE	=	TOTAL

CURRENT	MEDALS
NEXT LEVEL	

CLASS FEATURES

[illegible]

LOAD	
MAX DEX BONUS	
CHECK PENALTY	
SPEED	
RUN	

DESCRIPTION

NAME	TYPE	AC	DP	SIZE	SPEED
WEAPONS					SUSPENSION
RANGE		AMMO			
ARMOR					
SPECIAL					

	CHARACTER SKETCH
AGE	
GENDER	
WEIGHT	
HEIGHT	
SIZE	
MISC	

