

NICKNAME:	GENDER:	AGE:	FORM:	PROFESSION:
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- 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

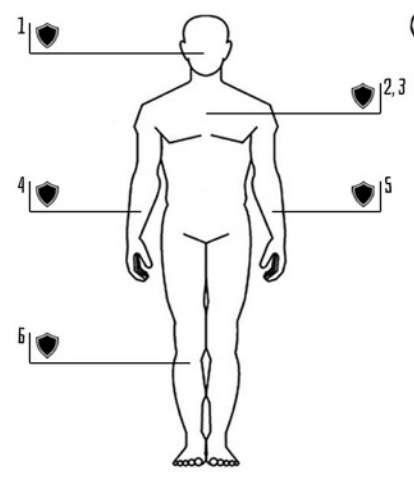
SPIRIT OF PROGRESS
08 010 012

CALL OF WAR
08 010 012

PHASE OF PERSEVERANCE
08 010 012

INITIATIVE:

RESISTANCE:



VITALITY:

WOUNDS:

INJURIES:

FORTITUDE:

EXHAUSTION:

APOCALYPSE GIFTS:	DISEASES:
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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:

KARMA

EXPERIENCE POINTS:

