



Name \_\_\_\_\_ Specialty \_\_\_\_\_ Hair/Eye Color \_\_\_\_\_ / \_\_\_\_\_  
 Op. Level \_\_\_\_\_ Height/Weight \_\_\_\_\_ / \_\_\_\_\_ Hometown \_\_\_\_\_  
 Age/Sex \_\_\_\_\_ / \_\_\_\_\_ Distinguishing Features \_\_\_\_\_

Strength \_\_\_\_\_ Break Through Doors, Etc. \_\_\_\_\_ Knock Unconscious \_\_\_\_\_

Speed \_\_\_\_\_ Total Actions \_\_\_\_\_ Special Skill Minimum \_\_\_\_\_

Stealth \_\_\_\_\_ Sneak \_\_\_\_\_ Concealment/Camouflage \_\_\_\_\_

Weapon Handling \_\_\_\_\_ Reloading \_\_\_\_\_ Single Shots \_\_\_\_\_ Bolt-Action Shot \_\_\_\_\_

### Carrying:

Primary: \_\_\_\_\_ Caliber/mm \_\_\_\_\_ Torso Damage \_\_\_\_\_ Weapon Additions \_\_\_\_\_  
 Primary: \_\_\_\_\_ Pri- \_\_\_\_\_

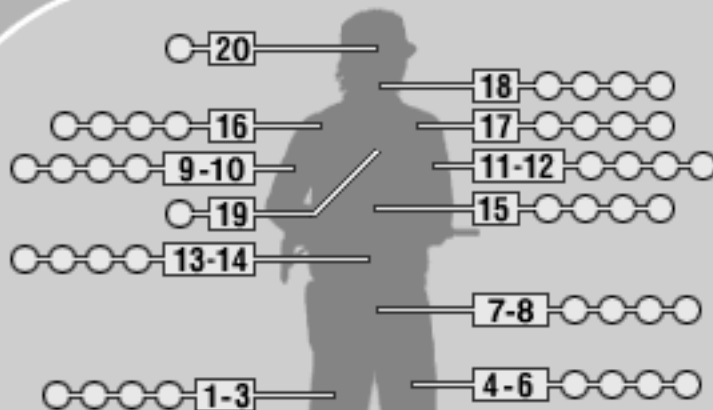
Secondary: \_\_\_\_\_ Second- \_\_\_\_\_  
 Secondary: \_\_\_\_\_

Edged Weapon: \_\_\_\_\_ N/A \_\_\_\_\_

\_\_\_\_\_

Armor: \_\_\_\_\_

Skill Points: \_\_\_\_\_



Dead

Hit Points

Dead