



<b>CHARACTER</b>	<b>PLAYER</b>
<b>NICKNAME</b>	<b>GENDER</b>
<b>HEIGHT</b>	<b>WEIGHT</b>
<b>AGE</b>	<b>HAIR</b>
<b>APPEARANCE</b>	
<b>OCCUPATION</b>	
<b>AFFILIATIONS</b>	

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-3
					<b>DYING</b>

<b>PERKS</b>
<b>HOOKS</b>

BODY TRAITS	SPECIALIZATIONS	EXPERIENCE	RATING
Athletics (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Battle Armor (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Driving (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Finesse (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Firearms (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Hand Weapons (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Piloting (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Muscle (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Stealth (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Toughness (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Unarmed Combat (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
MIND TRAITS	SPECIALIZATIONS	EXPERIENCE	RATING
Computers (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Expert (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Investigation (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Knowledge (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Literacy (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Medicine (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Numbers (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Perception (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Science (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Survival (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Technology (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Willpower (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
STYLE TRAITS	SPECIALIZATIONS	EXPERIENCE	RATING
Artist (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Disguise (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Empathy (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Etiquette (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Forgery (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Performance (Hard)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Persuasion (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Streetwise (Easy)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

<b>SEAMLESS POINTS</b>
<b>MONEY</b>
<b>DEBT</b>
<b>COST OF LIVING</b>

WEAPON	ACC	MM	RANGE	DR	AMMO

<b>NORMAL ARMOR</b>
<b>PROTECTION</b>