

NAME

[spoiler=Strength]

[b]Str X[/b]

SKILLS

[/spoiler]

[spoiler=Constitution]

[b]Con X[/b]

SKILLS

[/spoiler]

[spoiler=Agility]

[b]Agl X[/b]

SKILLS

[/spoiler]

[spoiler=Intelligence]

[b]Int X[/b]

SKILLS

[/spoiler]

[spoiler=Education]

[b]Edu X[/b]

SKILLS

[/spoiler]

[spoiler=Charisma]

[b]Cha X[/b]

SKILLS

[/spoiler]

[spoiler=Psionics]

[b]Psi X[/b]

SKILLS

[/spoiler]

[spoiler=Social Standing]

[b]Soc X[/b]

[b]Nome/Mike/Prole[/b]

[b]Influence X[/b]

[/spoiler]

[spoiler=Combat Stats]
[b]Init X[/b]
[b]UCDR X[/b]
[b]Throw Range X[/b]
[b]Hit Points (Scratch/Slight/Serious/Crit) Current[/b]
[b]Head (X/X/X/X) X[/b]
[b]Right Arm (X/X/X/X) X[/b]
[b]Left Arm (X/X/X/X) X[/b]
[b]Chest (X/X/X/X) X[/b]
[b]Abdomen (X/X/X/X) X[/b]
[b]Right Leg (X/X/X/X) X[/b]
[b]Left Leg (X/X/X/X) X[/b]

[spoiler=Contacts]
NAME | INFLUENCE RTG
[/spoiler]

[spoiler=Weapons]
Name | Ammo | RoF | Dam | Pen | Bulk | Mag | SS | Brst | Rng
[/spoiler]

[spoiler=Gear]
X
[/spoiler]

[spoiler=Gifts]
X
[/spoiler]

[spoiler=Flaws]
X
[/spoiler]

Please format the "Class/Levels" section as follows:
Current Init X | UCDR X | H: X | RA: X | LA: X | C: X | A: X | RL: X | LL: X

For the hit locations written in shorthand above, record current damage (0 damage, for example, being unwounded).