



PERSONAL AGENDA

Blank box for personal agenda.

RELATIONSHIPS

BUDDY:

RIVAL:

Blank lines for relationship details.

STRESS LEVEL

Progress bar with 12 empty boxes for stress level.

HEALTH

Progress bar with 12 empty boxes for health.

RADIATION

Grid of 12 boxes for radiation tracking.

CRITICAL INJURIES

Blank box for critical injuries.

CONDITIONS

STARVING  
DEHYDRATED  
EXHAUSTED  
FREEZING

Vertical progress bar for conditions.

CONSUMABLES

AIR

FOOD

POWER

WATER

Octagonal icons for consumables.

NAME

Box for character name.

CAREER

Box for character career.

APPEARANCE

Box for character appearance.

TALENTS

Blank lines for talents.

EXPERIENCE POINTS

Progress bar with 12 empty boxes for experience points.

STORY POINTS

Progress bar with 3 empty boxes for story points.

TINY ITEMS

Blank box for tiny items.

SIGNATURE ITEM

Blank box for signature item.

GEAR

Numbered list (1-10) for gear items.

CLOSE COMBAT

STRENGTH

HEAVY MACHINERY

STAMINA

RANGED COMBAT

OBSERVATION

MOBILITY

AGILITY

ATTRIBUTES

WITS

SURVIVAL

PILOTING

COMTECH

COMMAND

EMPATHY

MEDICAL AID

MANIPULATION

ARMOR

RATING

ENCUMBRANCE

WEAPONS

BONUS

DAMAGE

RANGE