

<b>NAME</b>	<input type="text"/>	<b>STRENGTH</b>	<input type="text"/>	<b>AGILITY</b>	<input type="text"/>
<b>CLASS</b>	<input type="text"/>	<b>INTELLIGENCE</b>	<input type="text"/>	<b>WILLPOWER</b>	<input type="text"/>
<b>HEALTH</b>	<input type="text"/>	<b>ARMOR</b>	<input type="text"/>	<b>SUPPLY</b>	<input type="text"/>
<b>MAX</b>	<input type="text"/>	<b>MAX</b>	<input type="text"/>	<b>MAX</b>	<input type="text"/>

### SKILLS

- |                                    |                                       |                                  |                                   |
|------------------------------------|---------------------------------------|----------------------------------|-----------------------------------|
| <input type="checkbox"/> ATHLETICS | <input type="checkbox"/> MANIPULATION | <input type="checkbox"/> SCIENCE | <input type="checkbox"/> SURVIVAL |
| <input type="checkbox"/> CULTURE   | <input type="checkbox"/> PILOT        | <input type="checkbox"/> SNEAK   | <input type="checkbox"/> TECH     |

### ABILITIES

- |   |                                      |                                      |  |
|---|--------------------------------------|--------------------------------------|--|
| <input type="checkbox"/> GEEK             | <input type="checkbox"/> PSYCHIC     | <input type="checkbox"/> OUTLAW      | <input type="checkbox"/> WARRIOR             |
| <input type="checkbox"/> ANALYTICAL       | <input type="checkbox"/> BLAST       | <input type="checkbox"/> CHEAP SHOT  | <input type="checkbox"/> BRUTE               |
| <input type="checkbox"/> CHEMIST          | <input type="checkbox"/> FORCE WALL  | <input type="checkbox"/> GHOST       | <input type="checkbox"/> DEAD-EYE            |
| <input type="checkbox"/> DRONE CONTROLLER | <input type="checkbox"/> JUMP        | <input type="checkbox"/> LUCKY       | <input type="checkbox"/> HARDY               |
| <input type="checkbox"/> HIJACK           | <input type="checkbox"/> PREMONITION | <input type="checkbox"/> RECKLESS    | <input type="checkbox"/> HEAVY LIFTING       |
| <input type="checkbox"/> MEDIC            | <input type="checkbox"/> SCANNER     | <input type="checkbox"/> SHOOT FIRST | <input type="checkbox"/> UNSTOPPABLE         |
| <input type="checkbox"/> POLYMATH         | <input type="checkbox"/> TELEKINESIS | <input type="checkbox"/> SMUGGLE     | <input type="checkbox"/> VETERAN'S INSTINCTS |

### LOOK

### GEAR

<b>XP</b>	<b>ADVANCEMENT</b>
<input type="text"/>	<ul style="list-style-type: none"> <li><input type="checkbox"/> GET A NEW CLASS ABILITY 10XP</li> <li><input type="checkbox"/> GET A NEW CLASS ABILITY 10XP</li> <li><input type="checkbox"/> GET A NEW CLASS ABILITY 10XP</li> <li><input type="checkbox"/> INCREASE AN ATTRIBUTE BY 1 (MAX +2) 10XP</li> <li><input type="checkbox"/> INCREASE AN ATTRIBUTE BY 1 (MAX +2) 10XP</li> <li><input type="checkbox"/> INCREASE AN ATTRIBUTE BY 1 (MAX +3) 20XP</li> </ul>