



**TALENTS**

Three horizontal dashed lines for writing talents.

**NAME**

Text box for the character's name.

**AGE**

Text box for the character's age.

**APPEARANCE**

Large vertical text box for describing the character's appearance.

**CAREER**

Text box for the character's career.

**GENDER**

Text box for the character's gender.

**SIGNATURE ITEM**

Text box for the character's signature item.

**STRESS LEVEL**

Progress bar with 10 empty square slots for stress level.

**HEALTH**

Progress bar with 10 empty square slots for health.

**RADIATION**

Progress bar with 10 empty square slots for radiation.

**CRITICAL INJURIES**

Text box for recording critical injuries.

**CONDITIONS**

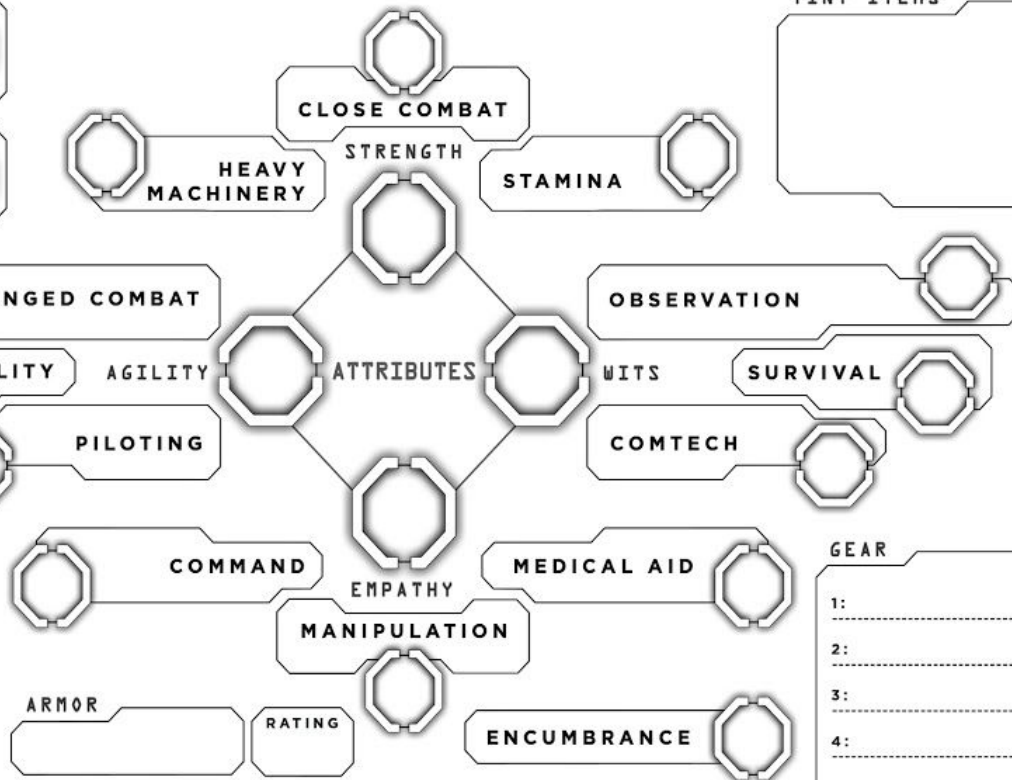
Checklist for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING, with corresponding checkboxes.

**CONSUMABLES**

Checklist for consumables: AIR, FOOD, POWER, WATER, with corresponding checkboxes.

**TINY ITEMS**

Text box for recording tiny items.



**ARMOR** text box.

**RATING** text box.

**ENCUMBRANCE** text box.

**WEAPONS**


**BONUS**


**DAMAGE**


**RANGE**


**GEAR**

1:	
2:	
3:	
4:	
5:	
6:	
7:	
8:	
9:	
10:	

**BONUS**

Vertical text box for recording bonuses.