



PERSONAL AGENDA

[Blank text box for Personal Agenda]

RELATIONSHIPS

BUDDY:

RIVAL:

[Blank text boxes for Buddy and Rival]

STRESS LEVEL

[Stress level progress bar with 10 squares]

HEALTH

[Health progress bar with 10 squares]

RADIATION

[Radiation progress bar with 10 squares]

CRITICAL INJURIES

[Blank text box for Critical Injuries]

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

[Condition progress indicators]

CONSUMABLES

AIR

FOOD

POWER

WATER

[Consumable progress indicators]

NAME

[Name text box]

CAREER

[Career text box]

APPEARANCE

[Appearance text box]

TALENTS

[Talent list area with dashed lines]

EXPERIENCE POINTS

[Experience points progress bar with 10 squares]

STORY POINTS

[Story points progress bar with 3 squares]

TINY ITEMS

[Tiny items text box]

SIGNATURE ITEM

[Signature item text box]

GEAR

[Gear list area with numbered slots 1-10]



ARMOR

[Armor text box]

RATING

[Rating text box]

ENCUMBRANCE

[Encumbrance text box]

WEAPONS

[Weapons list area with dashed lines]

BONUS

DAMAGE

RANGE

[Weapon stat columns for Bonus, Damage, Range]