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| **NAME:** |  | VALUE: |
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| Base Stats |  |  |  |  |  |  |  |  |  |
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| EXPERIENCE POINTS**************************************************************************************** | SKILLS, INJURIES, ETC |

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| Base Stats |  |  |  |  |  |  |  |  |  |
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| **NAME:** |  | VALUE: |
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| Base Stats |  |  |  |  |  |  |  |  |  |
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| EXPERIENCE POINTS**************************************************************************************** | SKILLS, INJURIES, ETC |

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| **NAME:** |  | VALUE: |
| SPECIES: | CAREER: | EQUIPMENT |
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| Base Stats |  |  |  |  |  |  |  |  |  |
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| EXPERIENCE POINTS**************************************************************************************** | SKILLS, INJURIES, ETC |

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| EXPERIENCE POINTS**************************************************************************************** | SKILLS, INJURIES, ETC |

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| Base Stats |  |  |  |  |  |  |  |  |  |
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| EXPERIENCE POINTS**************************************************************************************** | SKILLS, INJURIES, ETC |

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| **NAME:** |  | VALUE: |
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| Base Stats |  |  |  |  |  |  |  |  |  |
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| EXPERIENCE POINTS**************************************************************************************** | SKILLS, INJURIES, ETC |

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| **NAME:** |  | VALUE: |
| TYPE: | MODE: | WEAPONS AND UPGRADES |
| SIZE: | SPEED: |
| DAMAGE CHART

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| --- | --- | --- | --- |
| **D6** | **ARM** | **LOCATION** | **DMG** |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

 |
| DAMAGE AND KUSTOM JOBS |

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| **NAME:** |  | VALUE: |
| TYPE: | MODE: | WEAPONS AND UPGRADES |
| SIZE: | SPEED: |
| DAMAGE CHART

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| --- | --- | --- | --- |
| **D6** | **ARM** | **LOCATION** | **DMG** |
| 1 |  |  |  |
| 2 |  |  |  |
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| DAMAGE AND KUSTOM JOBS |

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| **NAME:** |  | VALUE: |
| TYPE: | MODE: | WEAPONS AND UPGRADES |
| SIZE: | SPEED: |
| DAMAGE CHART

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| --- | --- | --- | --- |
| **D6** | **ARM** | **LOCATION** | **DMG** |
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| 2 |  |  |  |
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| DAMAGE AND KUSTOM JOBS |

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| **NAME:** |  | VALUE: |
| TYPE: | MODE: | WEAPONS AND UPGRADES |
| SIZE: | SPEED: |
| DAMAGE CHART

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| **D6** | **ARM** | **LOCATION** | **DMG** |
| 1 |  |  |  |
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 |
| DAMAGE AND KUSTOM JOBS |

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| **STASH** |

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| **STOCKPILE** |

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| **OTHER RESOURCES** |

**GANG RATING**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **GANGER** | **BASE COST** | **CAREER** | **ADVANCES** | **INJURIES** | **GEAR** | **TOTAL** |
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| **TOTAL GANG** |  |  |  |  |  |  |