SURVIVOR

Name		
LEVEL	XP	
BACKGROUND		
TRAINING		
Номе		

EQUIPMENT	READY	ENC

WEAPON	+Hit	D мG	RANGE	Аммо
ÁRMOR	l		AC	

INT		
Wis		
CHA		
	Max	Current
HP		
	Wis	Wis CHA MAX

HUNGER	THIRST	Toxins	
Skill	LVL	SKILL	Lv
ÅRTIST		Perception	
ATHLETICS		Persuade	
BUREAUCRACY		Profession/	
BUSINESS		RELIGION	
COMBAT/ENERGY		SCIENCE	
COMBAT/GUNNERY		SECURITY	
COMBAT/PRIM.		STEALTH	
COMBAT/PROJ.		STEWARD	
COMBAT/UNARMED		SURVIVAL	
COMPUTER		TACTICS	
CULTURE/CRIMINAL		Tech/Astro	
CULTURE/LITERACY		Tech/Maltech	
CULTURE/TRAVELLER	t	Tech/Medical	
CULTURE/		Тесн/Розтесн	
CULTURE/		Tech/Pretech	
Exosuit		Vehicle/Air	
GAMBLING		Vehicle/Gray	
HISTORY		Vehicle/Land	
Instructor		VEHICLE/SPACE	
LANGUAGE		VEHICLE/SEA	
LEADERSHIP			
NAVIGATION		Unspent Points	

LVL	AB	PHYS	MENT	EVADE	Тесн	LUCK
1-3	+1	12	12	14	14	13
4-6	+3	10	10	12	12	11
7-9	+4	8	8	10	18	9
10-12	+6	6	6	8	8	7
13-15	÷8	6	6	7	7	6
16-18	+10	5	5	6	6	6

ī_Vi_	#D	XP	LVL	HD	XP
1	106+2	8	6	6p6+12	32,000
2	206+4	2,000	7	7p6+14	64,000
3	3p6+6	4,000	8	8p6+16	128,000
4	4p6+8	8,000	9	9p6+18	250,000
5	5p6+10	16,000	10	9p6+20	370,000

SURVIVOR ABILITY HARD TO KILL

The first time you are reduced to zero hit points in a day, you immediately regain 1 hit point for each experience level you possess. Optionally, you may allow yourself to fall unconscious from the injury, in which case you will appear dead but will awaken ten minutes later with 1 hit point. This ability does not work against injuries that a human could not possibly survive.

MUTATIONS AND STIGMATA