

Total Credit: \_\_\_\_\_ Credits Carried: \_\_\_\_\_ Other Valuables: \_\_\_\_\_

**WEAPONS**

Melee Weapons	Bonus	Type	Damage	NRG Use	Length	Parry	Wt.	CL
Distance Weapons	Bonus	Type	Damage	Range	NRG Use	Shots	Ammo	CL
Explosives/Special Weapons	Type		Damage	Range	Blast Rad.	Wt.	#	CL

**EQUIPMENT**

Item	Special/Notes	Wt.	#	CL

**ARMOR**

Area Covered	Armor Points	Armor Type	Special	Wt.	CL
Head					
Chest					
Abdomen					
Arms					
Legs					

**NOTES**