

ONAHELL

WORLD

CHARACTER NAME:
PLAYER:
DESCRIPTION:

RACE:
LEVEL:

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WILLPOWER
CHARISMA

Modifier To Hit,
Damage, Forced Doors:
AC Mod: Missile
Attack:
Poison Save: Radiation
Save:
Technology
Modifier:
Reaction
Adjustment:

**HIT
POINTS**
**ARMOUR
CLASS**

**SAVING
THROWS**
Energy
Attacks
Poison
Or Death
Stun
Attacks
Radiation

MUTATIONS/SPECIAL ABILITIES
WEAPONS & GEAR

Roll
To Hit:

EXPERIENCE

