ONE HELL WORLD

CHARACTER NAME:

RACE:

PLAYER:

LEVEL:

DESCRIPTION:

STRENGTH ( )
Modifier To Hit, Damage, Forced Doors:

DEXTERITY ( )
AC Mod:
Missile Attack:

CONSTITUTION ( )
Poison Save:
Radiation Save:

INTELLIGENCE ( )
Technology Modifier:

WILLPOWER ( )

CHARISMA ( )
Reaction Adjustment:

HIT POINTS ( )

ARMOUR CLASS ( )

SAVING THROWS

Energy Attacks ( )

Poison Or Death ( )

Stun Attacks ( )

Radiation ( )

MUTATIONS/SPECIAL ABILITIES

WEAPONS & GEAR

Roll To Hit: 9 8 7 6 5 4 3 2 1 0

EXPERIENCE