

Name:	WASTE Referee:
Player:	Unspent Attribute Points:
Credits:	Unspent Skill Points:
Attributes:	Skills:
Strength:	Offense:
	Defense:
Psyche:	Piloting:
	Crafting:
Agility:	Social:
	Indirect Offense:
Intellect:	Stealth:
	Education:
Derived Attributes:	
Health:	Indirect Ranged Attack:
Speed:	Hand To Hand Attack:
Defense:	Reaction:
Direct Ranged Attack:	Wage:

Gear & Notes: