		Player:		
RUINATIONS — Post-Apocalyptic Roleplaying —		Level Current XP Alignment XP for next Level		
Charisma Bartering, Loyalty, Reaction Adjustment Speechcraft Constitution HP Adjustment Travel Distance Dexterity AC, Ranged AB, Initiative, Acrobatics Sleight-of-Hand, Stealth, Tinkering	SAVING THROW Save Bonu Type:	Sneak Attack Surprise O O O O O O Type:		
Intelligence Knowledge, Language Technology Strength Melee AB, Melee Damage Bonus, Force Door Wisdom	ATTACK BONUS Base AB Ranged AB Mele	Melee Damage Bonus Current HP		
Bushcraft, Medicine Search COMMON SKILLS Force Door Knowledge OOOO Sleight of Hand	ARMOR CLASS Melee Ranged Without Surprised Shield	COMBAT OPTIONS Standard Attack AB+0, AC+0 Parry OAC+2 / OAC+4 Press AB+2, AC-4 Defensive AB-4, AC+2		
Speechcraft Stealth Tinkering Technology	Weapon Initia	ntive Mod Damage Range		
ZKOITATUM				

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	11	+1
	12	+1 Enc
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	21	+1
	22	+1 Enc
	23	'
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	25	
	26	+1
	27	+1 Enc
	28	0
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	30	

LANGU	AGES	UNKNOWN .
	LANGU	LANGUAGES

ENCUMBRANCE O Character is wearing Medium Body Armor Character is wearing Heavy Body Armor O Character is carrying 6 or more different items overall O Character is carrying 11 or more different items overall O Character is carrying 16 or more different items overall O Character is carrying 21 or more different items overall OOOO Character is carrying oversized items Points Encumbrance Per Day Explore Combat Running Per Turn Per Round Per Round 0-1 Unencumbered 120' 40' 120' 24 miles 2 90' 30' 90' Lightly Encumbered 18 miles 3 Heavily Encumbered 60' 20' 12 miles 60 4 Severely Encumbered 30' 10' 30 6 miles 5 Overencumbered 0 0 0 0

NON-ENCUMBERING EQUIPMENT					

COMPANIONS							
Name	Position	Class/Level	HP	Wage	Share		

