

YOUR CHARACTER'S NAME:

Starting strength:
Current strength:

Starting health:
Current health:

WEAPONS:

Weapon:
Strength effect:
Durability:
Notes:

ALLIES:

Name:
Strength:
Health:
Notes:

Name:
Strength:
Health:
Notes:

Name:
Strength:
Health:
Notes:

BATTLES:

Enemy:
Strength:
Health:

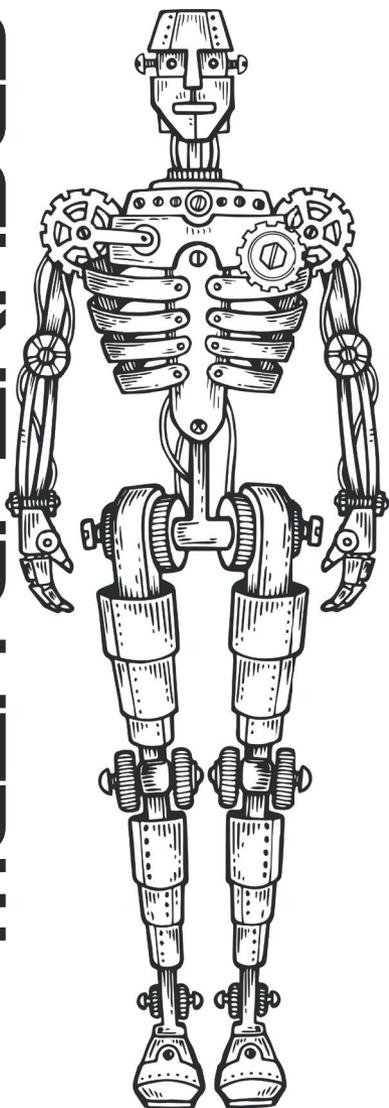
YOUR PACK:

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MECH UPGRADES



NIGHT VISION

SILVER-TONGUE MICROCHIP

MECHEART IMPLANT

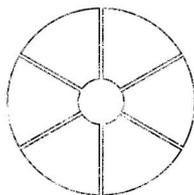
POWER GAUNTLET

SKELETAL STRENGTHENING

PISTON LEGS

SPIKED FEET

TOXICITY LEVEL:



Keep track of your toxicity level.

Once all of the sections are filled in, you will lose **2 HEALTH POINTS** each time you turn to a new section until you reach fresh air or perish.

