

Personality Traits

Score

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Reputations

Type

Score

_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____
_____	(_____)	_____

Combat

Armor Worn:

Soak

Combat Modifiers:

Armor Load

Fatigue Levels

<input type="checkbox"/>			Fresh
<input type="checkbox"/>	0	2 min.	Winded
<input type="checkbox"/>	-1	10 min.	Weary
<input type="checkbox"/>	-3	30 min.	Tired
<input type="checkbox"/>	-3	1 hr.	Dazed
<input type="checkbox"/>	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	__ - __	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	_____
Medium Wounds	__ - __	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	_____
Heavy Wounds	__ - __	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	_____
Incapacitated	__ - __	<input type="checkbox"/>		_____
Dead	__ +	<input type="checkbox"/>		_____

Weapons

	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range
_____		+	+	=			+	+	=		+	+	=		+	=		
_____		+	+	=			+	+	=		+	+	=		+	=		
_____		+	+	=			+	+	=		+	+	=		+	=		
_____		+	+	=			+	+	=		+	+	=		+	=		
_____		+	+	=			+	+	=		+	+	=		+	=		
_____		+	+	=			+	+	=		+	+	=		+	=		

Equipment

Load: _____ Burden: _____ Encumbrance: _____
