

Personality Traits

SCORE

Reputations

TYPE

SCORE

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Combat

SOAK +8

Armor Worn: **Full metal scale armor**

ARMOR

Combat Modifiers:

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"/>	-5	1 hr.	Dazed
<input type="checkbox"/>		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"/> <input type="checkbox"/>	-3
Heavy Wounds	<input type="checkbox"/> <input type="checkbox"/> <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

Qik + Weap - Enc = INIT

Dex + Ability + Weap = ATK

Qik + Ability + Weap = DFN

Str + Weap = DAM

SPC RANGE

+	-	=	+	+	=	+	+	=	+	=
+	-	=	+	+	=	+	+	=	+	=
+	-	=	+	+	=	+	+	=	+	=
+	-	=	+	+	=	+	+	=	+	=
+	-	=	+	+	=	+	+	=	+	=
+	-	=	+	+	=	+	+	=	+	=

Equipment