

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: _____
