

Name _____

Affiliation _____

Age _____ Height _____ Weight _____

Character Record Sheet

ATTRIBUTES

	Value
Strength	_____
Body	_____
Dexterity	_____
Reflexes	_____
Intelligence	_____
Willpower	_____
Charisma	_____
Edge	_____
Social Standing	_____

Initiative (2D10+RFL) _____

MOVEMENT

Walking _____
(RFL+STR)

Run/Evade/Disengage _____
(RFL+STR+Running Skill Bonus+10)

Sprint _____
(Run Meters x 2)

BASE COMBAT TARGET NUMBERS

Standing/Walking _____
(INT or RFL, higher ATT)

Run/Evade/Sprinting/Disengage _____
(INT+RFL)

Suprised _____
(INT or RFL, lower ATT)

BATTLE ARMOR

Type _____

Armor Value _____

Coverage _____

Melee AP _____

Target Size Modifier _____

Modified Movement

Walking _____ Running _____ Sprinting _____

Jump _____ Misc _____

Modified Attributes

Strength _____ Dexterity _____ Reflexes _____

EXPERIENCE POINTS:

COMBAT INFORMATION

Armor

Type A: _____ AV (M/B/E/X) / / / /

Type B: _____ AV (M/B/E/X) / / / /

Type C: _____ AV (M/B/E/X) / / / /

Type D: _____ AV (M/B/E/X) / / / /

IR: _____ ECM: _____ CAMO: _____

Fatigue

Fatigue ≤ WIL

+1 TN per Fatigue > WIL

Unconscious if Fatigue > (2 x WIL)

Wounds

Grazing Wounds (WV 1): _____

Minor Wounds (WV 2): _____ +1 TN ea.

Serious Wounds (WV 4): _____ +2 TN ea.

Critical Wounds (WV 8): _____ +3 TN ea.

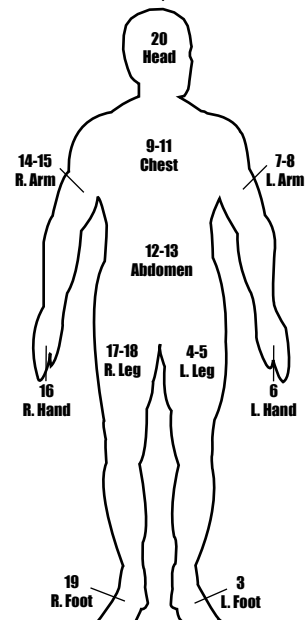
Deadly Wounds (WV 16): _____ Knockout

Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

WEAPONS

Name	AP•Dmg	Type	Range	Shots	Notes
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____

Ammo/Power Packs

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TRAITS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____