

Species: \_\_\_\_\_  
 Homeworld: \_\_\_\_\_  
 Environment: \_\_\_\_\_  
 Type: \_\_\_\_\_  
 Body Shape: \_\_\_\_\_  
 Coloring: \_\_\_\_\_  
 Length \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

# CLASSIC BATTLETECH RPG™

## Creature Record Sheet

### ATTRIBUTES

|              | Value |
|--------------|-------|
| Strength     | _____ |
| Body         | _____ |
| Dexterity    | _____ |
| Reflexes     | _____ |
| Intelligence | _____ |
| Willpower    | _____ |
| Edge         | _____ |
| Size Level   | _____ |

### TRAITS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### COMBAT INFORMATION

#### Armor

Type A: \_\_\_\_\_ AV (M/B/E/X) \_\_\_\_/\_\_\_\_/\_\_\_\_/\_\_\_\_  
 Type B: \_\_\_\_\_ AV (M/B/E/X) \_\_\_\_/\_\_\_\_/\_\_\_\_/\_\_\_\_

#### Fatigue

Fatigue ≤ WIL   
 +1 TN per Fatigue > WIL   
 Unconscious if Fatigue > (2 x WIL)

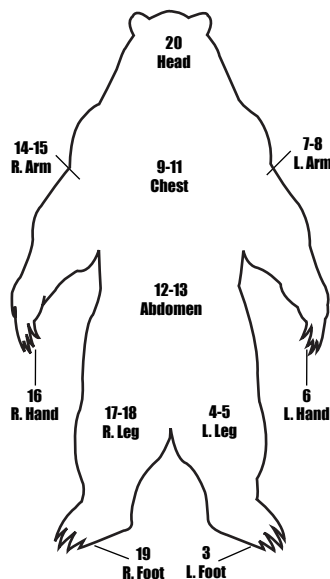
#### Wounds

Grazing Wounds (WV 2): \_\_\_\_\_  
 Minor Wounds (WV 4): \_\_\_\_\_ +1 TN ea.  
 Serious Wounds (WV 8): \_\_\_\_\_ +2 TN ea.  
 Critical Wounds (WV 16): \_\_\_\_\_ +3 TN ea.  
 Deadly Wounds (WV 32): \_\_\_\_\_ Knockout  
 Total Wound Value of all Wounds: \_\_\_\_\_ \*

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

### HIT LOCATION DIAGRAM

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



Hit Location roll of 2 = Critical Hit AV-1

### SKILLS

| Name  | Bonus |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

\* Untrained Skill Check Possible

#### Four-Legged

20 • Head  
 17-19 • R. Hind Leg  
 15-16 • R. Foreleg  
 10-14 • Body  
 8-9 • Tail  
 6-7 • L. Foreleg  
 3-5 • L. Hind Leg

#### Plant

○○○○○ ○○○○  
 ○○○○ ○○○○

#### Six-Legged

20 • Head  
 18-19 • R. Hind Leg  
 16-17 • R. Mid leg  
 15 • R. Foreleg  
 10-14 • Body  
 8-9 • Tail  
 7 • L. Foreleg  
 5-6 • L. Mid Leg  
 3-4 • L. Hind Leg

Tail ➔ Body

#### Eight Legged

20 • Head  
 18-19 • R. Hind Leg  
 17 • R. 3rd leg  
 16 • R. 2nd leg  
 15 • R. Foreleg  
 10-14 • Body  
 8-9 • Tail  
 7 • L. Foreleg  
 6 • L. 2nd Leg  
 5 • L. 3rd Leg  
 3-4 • L. Hind Leg

#### Winged

20 • Head  
 19 • R. Leg  
 18 • R. Wing Critical\*  
 14-17 • W. Wing  
 9-13 • Body  
 5-8 • L. Wing  
 4 • L. Wing Critical\*  
 3 • L. Leg

\* Incapable of flying

#### Fishlike

19-20 • Head  
 10-18 • Body  
 9 • Fins  
 3-8 • Tail-Fin

#### Snakelike

20 • Head  
 10-19 • Body  
 3-9 • Tail-Fin

### MOVEMENT

Ground \_\_\_\_\_ Water \_\_\_\_\_ Air \_\_\_\_\_  
 / / /

Sprinting: \_\_\_\_\_ Diving: \_\_\_\_\_ Burrowing: \_\_\_\_\_  
 Jumping: \_\_\_\_\_

### ATTACKS

|       | AP•Dmg | #     | Range          | Notes |
|-------|--------|-------|----------------|-------|
| _____ | _____  | _____ | ____/____/____ | _____ |
| _____ | _____  | _____ | ____/____/____ | _____ |
| _____ | _____  | _____ | ____/____/____ | _____ |
| _____ | _____  | _____ | ____/____/____ | _____ |

| Poison Damage | Effect | Vector | Speed | Doses spent    |
|---------------|--------|--------|-------|----------------|
| _____         | _____  | _____  | _____ | ○○○○ ○○○○ ○○○○ |

### NOTES