

# Fallout

THE ROLEPLAYING GAME

CHARACTER NAME

XP EARNED

XP TO NEXT LEVEL

ORIGIN

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

## SKILLS

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	
Barter [CHA]	<input type="checkbox"/>	
Big Guns [END]	<input type="checkbox"/>	
Energy Weapons [PER]	<input type="checkbox"/>	
Explosives [PER]	<input type="checkbox"/>	
Lockpick [PER]	<input type="checkbox"/>	
Medicine [INT]	<input type="checkbox"/>	
Melee Weapons [STR]	<input type="checkbox"/>	
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	
Science [INT]	<input type="checkbox"/>	
Small Guns [AGI]	<input type="checkbox"/>	
Sneak [AGI]	<input type="checkbox"/>	
Speech [CHA]	<input type="checkbox"/>	
Survival [END]	<input type="checkbox"/>	
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	<input type="checkbox"/>	

## COMBAT

MELEE DAMAGE

DEFENSE

INITIATIVE

POISON DR

HEAD (1-2)

Phys. DR

Rad. DR

En. DR

HP

HEALTH

Maximum HP

Current HP

LEFT ARM (9-11)

Phys. DR

Rad. DR

En. DR

HP

RIGHT ARM (12-14)

Phys. DR

Rad. DR

En. DR

HP

TORSO (3-8)

Phys. DR

Rad. DR

En. DR

HP

LEFT LEG (15-17)

Phys. DR

Rad. DR

En. DR

HP

RIGHT LEG (18-20)






Phys. DR

Rad. DR

En. DR

HP

## WEAPONS

NAME	SKILL	TN	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE	QUALITIES	AMMO	WEIGHT
			<input type="checkbox"/>								
			<input type="checkbox"/>								
			<input type="checkbox"/>								
			<input type="checkbox"/>								
			<input type="checkbox"/>								

**CAPS**

## AMMO

[illegible]

## GEAR

ITEM	LBS.
<div> <div>CURRENT CARRY WEIGHT</div> <div>MAXIMUM CARRY WEIGHT</div> </div>	

## PERKS & TRAITS

[illegible]