

Fallout

THE ROLEPLAYING GAME

CHARACTER NAME

XP EARNED		LEVEL
XP TO NEXT LEVEL		
ORIGIN		

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 <input type="text"/> Rad. DR <input type="text"/> En. DR <input type="text"/> HP <input type="text"/>		HEALTH Maximum HP <input type="text"/> Current HP <input type="text"/>	
LEFT ARM (9-11) Phys. DR <input type="text"/> Rad. DR <input type="text"/> En. DR <input type="text"/> HP <input type="text"/>		RIGHT ARM (12-14) Phys. DR <input type="text"/> Rad. DR <input type="text"/> En. DR <input type="text"/> HP <input type="text"/>			
TORSO (3-8) Phys. DR <input type="text"/> Rad. DR <input type="text"/> En. DR <input type="text"/> HP <input type="text"/>					
LEFT LEG (15-17) Phys. DR <input type="text"/> Rad. DR <input type="text"/> En. DR <input type="text"/> HP <input type="text"/>		RIGHT LEG (18-20) Phys. DR <input type="text"/> Rad. DR <input type="text"/> En. DR <input type="text"/> HP <input type="text"/>			

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

CALIBER	QUANTITY

GEAR

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

PERKS & TRAITS

[illegible]