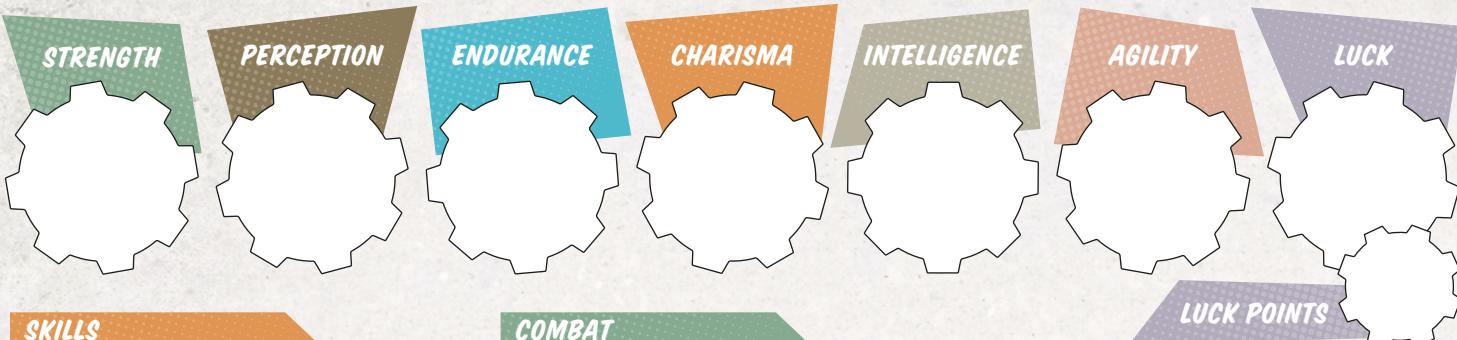


Fallout®

THE ROLEPLAYING GAME

| |
|----------------|
| CHARACTER NAME |
| |

| | |
|-----------|------------------|
| XP EARNED | XP TO NEXT LEVEL |
| ORIGIN | LEVEL |



SKILLS

| NAME | TAG | RANK |
|----------------------|-----|------|
| Athletics [STR] | | |
| Barter [CHA] | | |
| Big Guns [END] | | |
| Energy Weapons [PER] | | |
| Explosives [PER] | | |
| Lockpick [PER] | | |
| Medicine [INT] | | |
| Melee Weapons [STR] | | |
| Pilot [PER] | | |
| Repair [INT] | | |
| Science [INT] | | |
| Small Guns [AGI] | | |
| Sneak [AGI] | | |
| Speech [CHA] | | |
| Survival [END] | | |
| Throwing [AGI] | | |
| Unarmed [STR] | | |

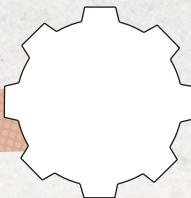
COMBAT

| MELEE DAMAGE | DEFENSE | INITIATIVE |
|------------------------|--------------|------------------|
| POISON DR | OPTICS (1-2) | HEALTH |
| Phys. DR | Rad. DR | Maximum HP |
| En. DR | HP | Current HP |
| ARM 1 (9-11) | | |
| Phys. DR | Rad. DR | ARM 2 (12-14) |
| En. DR | HP | Phys. DR |
| | | En. DR |
| MAIN BODY (3-8) | | |
| Phys. DR | Rad. DR | THRUSTER (18-20) |
| En. DR | HP | Phys. DR |
| | | En. DR |
| ARM 3 (15-17) | | |
| Phys. DR | Rad. DR | Rad. DR |
| En. DR | HP | HP |
| | | |

WEAPONS

| NAME | SKILL | TN | TAG | DAMAGE | EFFECTS | TYPE | RATE | RANGE | QUALITIES | AMMO | WEIGHT |
|------|-------|----|-----|--------|---------|------|------|-------|-----------|------|--------|
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

CAPS



PERKS & TRAITS

AMMO

| CALIBER | QUANTITY |
|---------|----------|
| | |

GEAR

| ITEM | LBS. |
|-----------------------------|------|
| | |
| CURRENT CARRY WEIGHT | |
| MAXIMUM CARRY WEIGHT | |