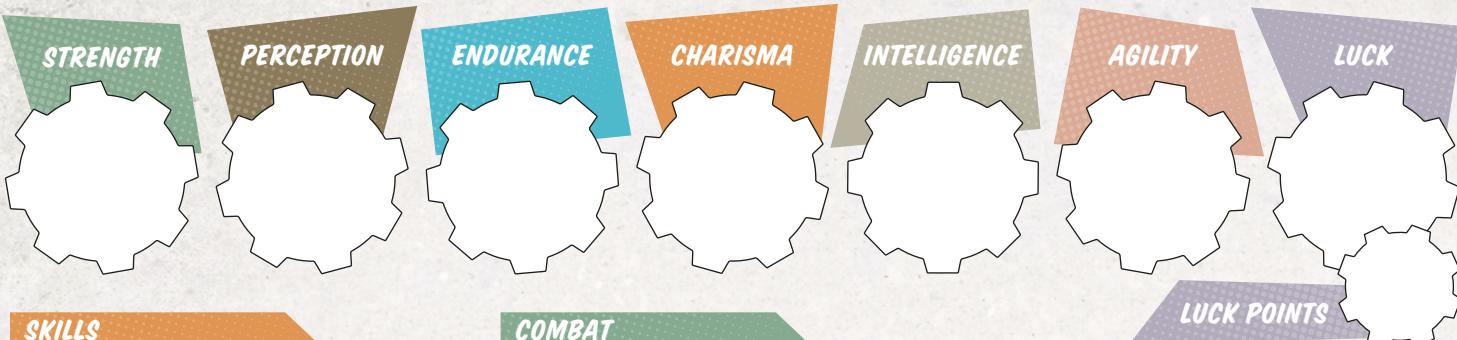


Fallout®

THE ROLEPLAYING GAME

CHARACTER NAME

XP EARNED	XP TO NEXT LEVEL
ORIGIN	LEVEL



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]		

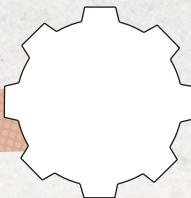
The combat section features a central illustration of a smiling Vault Boy. Surrounding him are various status boxes:

- MELEE DAMAGE**: A gear icon.
- DEFENSE**: A gear icon.
- INITIATIVE**: A gear icon.
- POISON DR**: A box with a gear icon.
- HEAD (1-2)**: A grid with columns for Phys. DR, Rad. DR, En. DR, and HP.
- LEFT ARM (9-11)**: A grid with columns for Phys. DR, Rad. DR, En. DR, and HP.
- RIGHT ARM (12-14)**: A grid with columns for Phys. DR, Rad. DR, En. DR, and HP.
- TORSO (3-8)**: A grid with columns for Phys. DR, Rad. DR, En. DR, and HP.
- LEFT LEG (15-17)**: A grid with columns for Phys. DR, Rad. DR, En. DR, and HP.
- RIGHT LEG (18-20)**: A grid with columns for Phys. DR, Rad. DR, En. DR, and 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	