

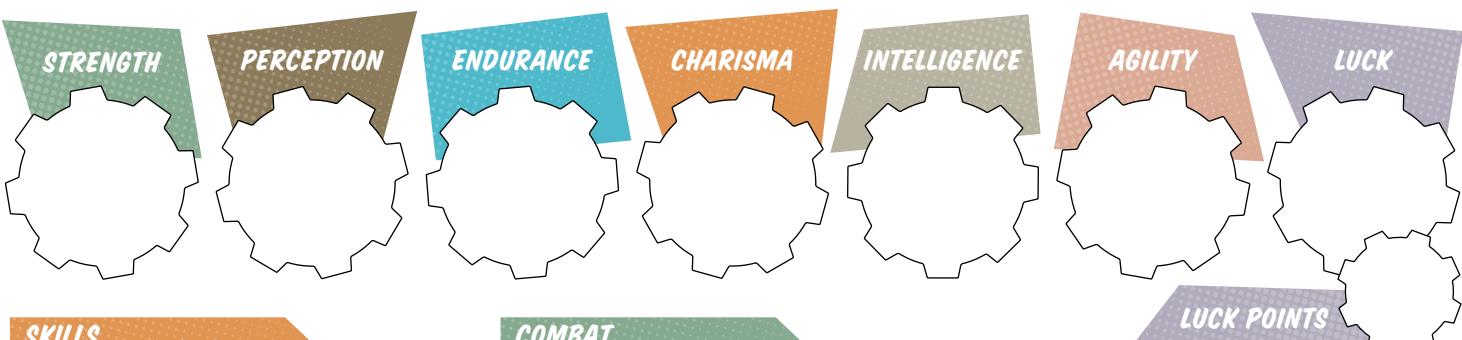
# Fallout®

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

HEAD (1-2)

Phys. DR		Rad. DR	
En. DR		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)

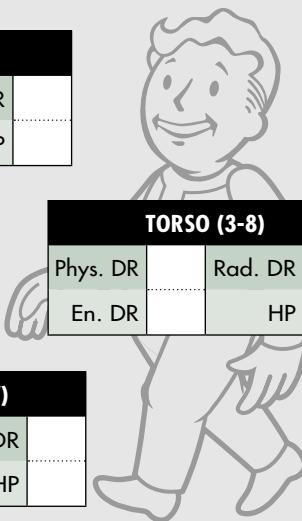
Phys. DR		Rad. DR	
En. DR		HP	

LEFT LEG (15-17)

Phys. DR		Rad. DR	
En. DR		HP	

RIGHT LEG (18-20)

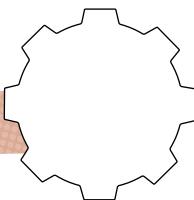
Phys. DR		Rad. DR	
En. DR		HP	



WEAPONS

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

## CAPS



AMMO

CALIBER	QUANTITY

PERKS & TRAITS

## CURRENT CARRY WEIGHT

#### **MAXIMUM CARRY WEIGHT**