

	Vital Statistics				
Name		Race			
Experience		Size			
Level		Gender			
Karma		Virtue			
Player		Special talent			

	SPECIAL					
	Summary	Base	Permanent	Temporary		
STR						
PER						
END						
СНА						
INT						
AGI						
LCK						

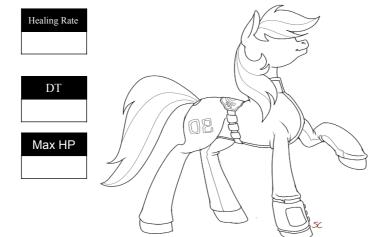
Action Points			
20	19	18	17
16	15	14	13
12	11	10	9
8	7	6	5
4	3	2	1
Base	e AP	Tempoi	rary AP

Criticals			
Crit. Success Crit. Failure			

Initiative				
Base	Base Mod Current			
		1d10 +		

Skills								
		Total	SPECIAL	Ranks	P.A.S.T.	Perks	Traits	Misc.
Barter	CHA							
Diplomacy	СНА							
Explosives	PER							
Firearms	AGI							
Intimidation	STR							
Lockpick	PER							
MEWs	PER							
Mechanics	INT							
Medicine	INT							
Melee	STR							
Science	INT							
Sleight	AGI							
Sneak	AGI							
Survival	END							
Thaumaturgy								
Unarmed	END							
	Total	Skill Po	ints Spent					
Skill Points per Level 10+(INT/2)								

Health Tracker			
25	24	23	
22	21	20	
19	18	17	
16	15	14	
13	12	11	
10	9	8	
7	6	5	
4	3	2	
	1		



Rads t	racker	Not cumulative	e
20	19	Crit3 EN	ND
18	17	-3 AC -2 ST	
16	15	Major -3 EN	ND
14	13	-2 AC -1 ST	
12	11	Mod2 EN	۱D
10	9	-1 AC	H
8	7	Minor -1 EN	1D
6	5		
4	3	No Sickness	
2	1		

Crippled		
Limb		
Head		
Torso		
Left Foreleg		
Left Hindleg		
Right Foreleg		
Right Hindleg		
Left Wing *		
Right Wing *		

* For	Winged Cha	racters	Only

Status Effects			
Name	Name Description		

Rad Resistance			
Base Current			

Poisc	on Resistance
Base	Current

Insanity				
Max	Current			

Pri	mary W	/eapon				
Damage			DT Reduction	Range	Attack Mode	Attack AP
Ammo Type			Max. Capacity	Current Capacity	Reload Type	Reload Cost
STR Req.	Cond	dition		Specia	l Attack	
Special Rules						
Modifications						

Armor 1			
DT	Condition	Туре	
Mods			
Effects			
Other Notes			

Secondary Weapon						
Damage			DT Reduction	Range	Attack Mode	Attack AP
Ammo Type			Max. Capacity	Current Capacity	Reload Type	Reload Cost
STR Req.	Cond	ition		Specia	l Attack	
Special Rules						
Modifications						

Armor 2			
DT	Condition	Туре	
Mods			
Effects			
Other Notes			

	Inventory			Quick Slots		
Name	Notes	Value	Weight	Amount	Total Weight	Total Value
Bottlecaps	Maximum Carry Weight		Tota	l Carry Weight		

Quest Perks	, Traits, Quirks and Other
Name	Description/Effect

	rks and Level Up	
Name	Description/Effect	Level

Physical Cha	aracteristics				Background	
Race	Age	Gender	Coat Color	Mane Color		Social Contacts
					Character	Relation
Eye Color	Body	y Type Cutie Mark				
		Other Details				
						Background
						Dackground
Aspirations						
	Character Goal	s .	Special	Talent		
	onaracter God!	J	Special	iaicill		
Character Fear	rs					
Personality						
rersonancy						
					Notes	

Potency

Level + 1 - 3 (SPECIAL)

Base Potency is determined by the

Str	ain
Current	Maximum

Base Potency is determined by the
governing SPECIAL of the magic
school of the spell.

Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
	<u>, </u>				
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
			11		
Spell				Magic Codex Page	-
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration
Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range		Area of Effect	Target		Duration