Name:_____Age:_____
Race:_____Weight:_____
Skin:_____Height:_____
Eyes:_____Hair:_____Sex:_____

Fallout
A POST NUCLEAR ROLE PLAYING GAME

Total +/- $^{min}/_{max}$ Avr

ST [ ] __ __/__ __

PE [ ] __ __/__ __

EN [ ] __ __/__ __

CH [ ] __ __/__ __

IN [ ] __ __/__ __

AG [ ] __ __/__ __

LK [ ] __ __/__ __

Level _____

Exp. _____/_____

Karma _____

HP/lvl _____ $(3HP+(EN/2))$

Skills

	Total	Tag	Base %	
Small Guns	_____	[]	_____	5% + (4xAG)
Big Guns	_____	[]	_____	0% + (2xAG)
Energy Weapons	_____	[]	_____	0% + (2xAG)
Unarmed Combat	_____	[]	_____	30% + (2x(AG+ST))
Melee Weapons	_____	[]	_____	20% + (2x(AG+ST))
Throwing	_____	[]	_____	0% + (4xAG)
First Aid	_____	[]	_____	0% + (2x(PE+IN))
Doctor	_____	[]	_____	5% + (PE+IN)
Sneak	_____	[]	_____	5% + (3xAG)
Lockpick	_____	[]	_____	10% + (PE+AG)
Steal	_____	[]	_____	0% + (3xAG)
Traps	_____	[]	_____	10% + (PE+AG)
Science	_____	[]	_____	0% + (4xIN)
Repair	_____	[]	_____	0% + (3xIN)
Pilot	_____	[]	_____	0% + (2x(AG+PE))
Speech	_____	[]	_____	0% + (5xCH)
Barter	_____	[]	_____	0% + (4xCH)
Gambling	_____	[]	_____	0% + (4xLK)
Outdoorsman	_____	[]	_____	0% + (2x(EN+IN))

Hit points   Armor Class   Base AC   Total DR

[/]   [ ]   ____ ____%

Armor	DT / DR	Armor name
Normal	___/___	_____
Laser	___/___	AC _____
Fire	___/___	PR _____ % $(5xEN)$
Plasma	___/___	RR _____ % $(2xEN)$
Explode	___/___	ER _____ %

GR ___/___   HR _____ $(EN/3)$

Radiated [ ] _____RPs
Poisoned [ ] Type __
Crippled   Eye Damage [ ]
Left Arm [ ] Right Arm [ ]
Left Leg [ ] Right Leg [ ]

Action Points $(5+(AG/2))$ [_____]
Sequence $(2xPE)$ [_____]
Melee Damage $(ST-5)$ [_____]
Critical Chance (LK) [_____]
PE Range Mod. $(2xPE)-1$ [_____]
SPs/lvl $(5+(2xIN)$ [_____]

Weapon #1   Weapon #2
AC -___ DR -___   AC -___ DR -___
Weapon_____Rng_____ Weapon_____Rng_____
Dmg_____Ammo_____Ammo dmg_____ Dmg_____Ammo_____Ammo dmg_____
APs S____ T____ B____ R___/___ APs S____ T____ B____ R___/___

[ ][ ][ ][ ][ ][ ][ ] -__%   [ ][ ][ ][ ][ ][ ][ ] -__%