



PLAYER'S NAME:



CHARACTER'S NAME:



ENCOUNTER AT:



TELLINGS



COMBAT



RECORD



SHEET



COMBAT SEGMENT											
	0	1	2	3	4	5	6	7	8	9	10
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											



WEAPON VALUES & INFORMATION

BASE INIT:

BASE STR DAMAGE:

BASE AS:

+SPELL+BLESS FULL AS:

BASE DS:

+DEFEND SHIELD+SPELL+LEVEL BONUS+BLESS MISSILE DS:

WEAPON NAME	TYPE	WEAP EASE	EASE LEVEL	TOTAL EASE	WEAP DAMG	DAM LEVEL	WEAP -SPELL	MAGIC -BLESS	TOTAL DAMG	+AS LENGTH	+AS LEVEL	WEAP MAGIC	+OTHR MAGIC	TOTAL AS	+DS LENGTH	+DS LEVEL	WEAP MAGIC	-OTHR MAGIC	2ND WEAPON	TOTAL DS
PRIMARY		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
SECONDARY		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>
		-	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	=	<input type="text"/>	+	+	+	+	=	<input type="text"/>



ARMOR CHART & HIT LOCATIONS

LOCATION	TP	-TO HIT	CUT	PRC	IMP	ABLATIVE POINTS
HEAD	(1/4 con)	-5				○○○○○○○○○○□
F. TORSO	(1/2 con)	-0				○○○○○○○○○○□
B. TORSO	(1/2 con)	-0				○○○○○○○○○○□
L. ARM	(1/3 con)	-3				○○○○○○○○○○□
R. ARM	(1/3 con)	-3				○○○○○○○○○○□
VITALS	(1/4 con)	-5				○○○○○○○○○○□
L. LEG	(1/2 con)	-3				○○○○○○○○○○□
R. LEG	(1/2 con)	-3				○○○○○○○○○○□
SPECIAL	(1/8 con)	-10				Mark appropriate primary location.

SHIELD ABLATIVE POINTS: ○○○○○○○○○□○○○○○○○○○○□



BODYPTS:

TRAUMA



ANDPTS:

ACTIVE

PASSIVE



PRAYER%:

SYMBOL

POWER