

PLAYER'S NAME:

CHARACTER'S NAME:

ENCOUNTER AT:



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 FULL +BLESS AS:

BASE DS:

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

WEAPON NAME	TYPE	WEAP EASE	EASE LEVEL	TOTAL EASE	WEAP DAMG	DAMG 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

ENDpts:

ACTIVE

PASSIVE

PELL%

TALENT

FORM/SCH TECS

TELLINGS



COMBAT



RECORD



SHEET

