

Modified by: J. Miles

Name: \_\_\_\_\_

Assignment: \_\_\_\_\_ Job/Position: \_\_\_\_\_

**ATTRIBUTES:**

Age: \_\_\_\_\_ Sex: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Movement: \_\_\_\_\_ Structure Points/Blood Points: \_\_\_\_\_ Blood type: \_\_\_\_\_

Strength: \_\_\_\_\_ Constitution: \_\_\_\_\_ Dexterity: \_\_\_\_\_ PSI: \_\_\_\_\_

Intelligence: \_\_\_\_\_ Charisma: \_\_\_\_\_ Endurance: \_\_\_\_\_ Luck: \_\_\_\_\_

Psi Ability: { \_\_\_\_\_ } Equipment Issue: { \_\_\_\_\_ }

Date Frozen: { \_\_\_\_\_ } Location: { \_\_\_\_\_ }

Health Record: { \_\_\_\_\_ }

**SP / BP BREAKDOWN:**

HEAD { _____ }	_____	8%	TRUNK ZONES: (of 37%)			
NECK { _____ }	_____	1%	1 _____	9%	2 _____	10%
TRUNK { _____ }	_____	37%	3 _____	9%	4 _____	9%

LEG {Left}		LEG {Right}	
Thigh { _____ }	_____	Thigh { _____ }	_____ 10%
Knee { _____ }	_____	Knee { _____ }	_____ 2%
Calf { _____ }	_____	Calf { _____ }	_____ 3%
Ankle { _____ }	_____	Ankle { _____ }	_____ 1%
Foot { _____ }	_____	Foot { _____ }	_____ 2%

ARM {Left}		ARM {Right}	
Shoulder { _____ }	_____	Shoulder { _____ }	_____ 1%
Upper Arm { _____ }	_____	Upper Arm { _____ }	_____ 3%
Elbow { _____ }	_____	Elbow { _____ }	_____ 1%
Lower Arm { _____ }	_____	Lower Arm { _____ }	_____ 2%
Wrist { _____ }	_____	Wrist { _____ }	_____ 1%
Hand { _____ }	_____	Hand { _____ }	_____ 1%

BP { _____ }	_____						
Endurance { _____ }	_____						
Radiation Class { _____ }	_____	Absorbed Radiation	_____				

Grenade Throwing Range (in meters) : A= \_\_\_\_\_ B= \_\_\_\_\_ C= \_\_\_\_\_ D= \_\_\_\_\_

Allowable Basic Load Weight: \_\_\_\_\_ kg  
 Max. Wt. for 5 Movements: \_\_\_\_\_ kg  
 Max. Wt. for 4 Movements: \_\_\_\_\_ kg  
 Max. Wt. for 3 Movements: \_\_\_\_\_ kg  
 Max. Wt. for 2 Movements: \_\_\_\_\_ kg  
 Max. Wt. for 1 Movements: \_\_\_\_\_ kg

Medkit 8 Loads of the following injections:  
 Anti-Toxin: \* \_ \* \_ \* \_ \* \_ \* \_ \* \_  
 Anti-Biotic: \* \_ \* \_ \* \_ \* \_ \* \_ \* \_  
 Coagulant: \* \_ \* \_ \* \_ \* \_ \* \_ \* \_  
 Pain Reliever: \* \_ \* \_ \* \_ \* \_ \* \_ \* \_  
 Sleep Inducer: \* \_ \* \_ \* \_ \* \_ \* \_ \* \_  
 Stimulant: \* \_ \* \_ \* \_ \* \_ \* \_ \* \_

[illegible]

Handgun	_____
Shot Gun	_____
SMG	_____
Rifle	_____
Crew Served Wps	_____
Special Wps	_____
Bayonet	_____
Knife	_____
<hr/>	
Strike -	_____
Head	_____
Shoulder	_____
Elbow	_____
Forearm	_____
Hand	_____
Knee	_____
Foot	_____
Throw -	_____
Grab	_____
Throw	_____
Defense -	_____
Block	_____
Dodge	_____
Roll	_____
<hr/>	

DAM

Wheeled	_____
Tracked	_____
Drive MPV	_____
Fixed Aircraft	_____
Rotary Wing	_____
Small Boat Ops	_____
Repair - (MP item adds +5%)	
Electronics	_____
Mechanical	_____
Gunsmith	_____
_____	_____
_____	_____
_____	_____
_____	_____

Move Silently	_____
Climb	_____
Mountaineering	_____
Jump	_____
Swim	_____
Equestrian	_____
_____	_____
_____	_____
_____	_____

[illegible]

Standard Issue:  
Total Wt. 24.37kg

Wearing:

- 1 pr MP Coveralls AV=18
- 1 MPID Card
- 1 pr MP Issue Boots AV=10r
- 1 MP Beret
- 1 Leatherman w/case
- 1 Kevlar Vest AV=35r
- 1 Kevlar Helmet AV=35r
- 1 KCB Survival Knife

Carried Items:

- 6 pr Tee-shirts
- 6 pr Socks
- 6 pr Underwear
- 3 pr MP Coveralls
- 1 Field Jacket w/liner
- 2 pr Gortex Bootliners
- 1 Gortex Outwear Set (terrain)
- 1 Cleaning Kit for Weapons
- 1 Box Matches