

Fallout

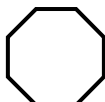
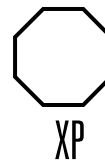
A Post Nuclear Role Playing Game



Name: _____ Race: _____

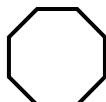
Appearance: _____

Background: _____

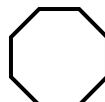


Pace

Run _____

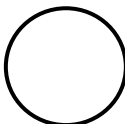


Parry

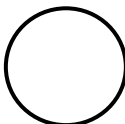


Toughness

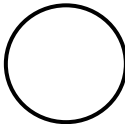
____ Head
____ Vs Bullets
____ Vs Energy Weapons



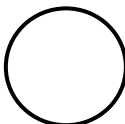
Strength



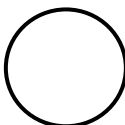
Agility



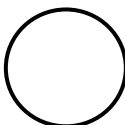
Vigor



Smarts



Spirit



Charisma

*Fighting (Ag) _____

*Small Guns (Ag) _____

*Heavy Weapons (Ag) _____

*Explosives (Ag) _____

*Intimidation (Sp) _____

*Taunt (Sm) _____

*Notice (Sm) _____

*Stealth (Ag) _____

*Lockpicking (Ag) _____

*Climbing (St) _____

*Survival (Sm) _____

*Science (Sm) _____

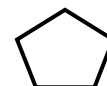
*Repair (Sm) _____

*Medicine (Sm) _____

*Persuasion (Sp) _____

*Streetwise (Sm) _____

*Barter (Sp) _____



Encumbrance

- to St, Ag and
linked skills

Radiation



Rad Resistance _____

Wounds

-1 -2 -3



Fatigue

-2 -1

Edges & Advancements

Hindrances & Injuries

Starting _____			
_____ N1 _____	_____ N2 _____	_____ N3 _____	
S1 _____ S2 _____	S3 _____	S4 _____	
V1 _____ V2 _____	V3 _____	V4 _____	
H1 _____ H2 _____	H3 _____	H4 _____	
Legendary _____			

Equipment

Money _____

Total weight _____

Allies & Animals

Name _____

Parry _____ Toughness _____ Pace _____

St _____ Ag _____ Vi _____ Sm _____ Sp _____ Ch _____

Skills _____

Edges _____

Equipment _____

XP _____ Notes _____

Name _____

Parry _____ Toughness _____ Pace _____

St _____ Ag _____ Vi _____ Sm _____ Sp _____ Ch _____

Skills _____

Edges _____

Equipment _____

XP _____ Notes _____
