

CHARACTER SHEET

Name:

	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Speed
Starting:										
Current:										

Ranged Weapons

Weapon	Type	Range	Firing Mode	Accuracy	Damage	Shots	Reload	Weight

Close Combat Weapons

Weapon	Reach	Damage	Parry Penalty

Special Abilities & Psychic Powers

Equipment, Reloads, etc

Game Record (shots fired, injury effects, etc)

Damage

Knockback (S/10):

Base Injury
value (T/10):

System Shock (T/5):

Consciousness (T/2):

Injury Total:

96-100
HEAD

Armour:
Damage

L H S A C

36-65
RIGHT ARM

Armour:
Damage

L H S A C

81-95
CHEST

Armour:
Damage

L H S A C

36-65
LEFT ARM

Armour:
Damage

L H S A C

Right Hand
Carrying

66-80
ABDOMEN

Armour:
Damage

L H S A C

Left Hand
Carrying

01-30
RIGHT LEG

Armour:
Damage

L H S A C

31-35
GROIN

Armour:
Damage

L H S A C

01-30
LEFT LEG

Armour:
Damage

L H S A C

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).

Bleeding: D3 to Injury total at end of every turn.