

NAME(S)

SPECIES
SUB-SPECIES

BACKGROUND
FEATURE

INSPIRATION

HIT POINTS
MAX HP
CURRENT
TEMP HP

PROFICIENCY
+

ABILITIES SKILLS ON PAGE 2!

STR INT LUK
DEX WIS
CON CHA

SAVE SAVE SAVE SAVE SAVE SAVE

WASTELAND WANDERER CHARACTER RECORD

MILESTONES MILESTONES REMAINING

CLASS (A) LEVEL
ARCHETYPE

CLASS (B) LEVEL
ARCHETYPE

HIT DICE
d6 UNSPENT #
d8 UNSPENT #
d10 UNSPENT #
d12 UNSPENT #

RAD TOLERANCE **SPEED** OTHER SPEEDS

COMBAT BONUSES ATTACK TYPES ON PAGE 2!
INITIATIVE

ARMOR CLASS
POWER ARMOR
HELMET HP
CHEST HP
L. ARM HP
R. ARM HP
L. LEG HP
R. LEG HP

GEIGER COUNTERS

- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22
- 23
- 24
- 25
- 26
- 27
- 28
- 29
- 30
- 31
- 32
- 33

DEATH SAVING THROWS

+5
+4
+3
+2
+1

LUCK COUNTERS

EXHAUSTION

- 1
- 2
- 3
- 4
- 5
- 6

RADSICK

- 1
- 2
- 3
- 4
- 5
- 6

ARMOR DETAILS ON PAGE 2, POWER ARMOR ON PAGE 3!

SKILLS

LANGUAGES ON PAGE 3!

ACROBATICS	TOTAL	WIS	PI	EX
ANIMAL HANDLING	TOTAL	DEX	PI	EX
ATHLETICS	TOTAL	STR	PI	EX
DECEPTION	TOTAL	CHA	PI	EX
ENGINEERING	TOTAL	INT	PI	EX
HACKING	TOTAL	INT	PI	EX
HISTORY	TOTAL	INT	PI	EX
INSIGHT	TOTAL	WIS	PI	EX
INTIMIDATION	TOTAL	CHA	PI	EX
INVESTIGATION	TOTAL	INT	PI	EX
MEDICINE	TOTAL	WIS	PI	EX
NATURE	TOTAL	INT	PI	EX
PERCEPTION	TOTAL	WIS	PI	EX
PERFORMANCE	TOTAL	CHA	PI	EX
PERSUASION	TOTAL	CHA	PI	EX
SCIENCE	TOTAL	INT	PI	EX
SLEIGHT OF HAND	TOTAL	DEX	PI	EX
STEALTH	TOTAL	DEX	PI	EX
SURVIVAL	TOTAL	WIS	PI	EX

TOOLS & VEHICLES

	TOTAL	CHA	PI	EX
	TOTAL	WIS	PI	EX
	TOTAL	DEX	PI	EX
	TOTAL	STR	PI	EX

ATTACKS

WEAPON (A)	BONUS	DAMAGE	RANGE/REACH
+			
PROPERTIES			
WEAPON (B)	BONUS	DAMAGE	RANGE/REACH
+			
PROPERTIES			
WEAPON (C)	BONUS	DAMAGE	RANGE/REACH
+			
PROPERTIES			
EXPLOSIVE OR TRAP (A)	SAVE DC	DAMAGE	RANGE/AREA
EFFECT			
EXPLOSIVE OR TRAP (B)	SAVE DC	DAMAGE	RANGE/AREA
EFFECT			

ARMOR WORN

TOTAL ARMOR CLASS ON PAGE 1!

HELMET	BONUS	PROPERTIES
+		
CHEST	BONUS	PROPERTIES
+		
L. ARM	BONUS	PROPERTIES
+		
R. ARM	BONUS	PROPERTIES
+		
L. LEG	BONUS	PROPERTIES
+		
R. LEG	BONUS	PROPERTIES
+		
POWER ARMOR	PROPERTIES	



- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

MEALS

STARVATION

TRAIT (A)

TRAIT (B)

IDEAL

BOND

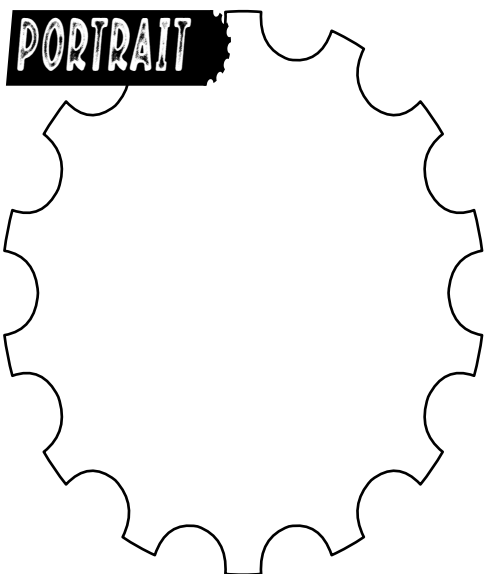
FLAW

CURRENCY

SALVAGE

BELONGINGS

LANGUAGES



DESCRIPTION

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

WATER

DEHYDRATION

ADDITIONS

CHEM 1 2 3

CHEM 1 2 3

CHEM 1 2 3



FEATURES

A large, empty rectangular box with a thin black border, intended for writing or drawing.

