

NAME(S)

SPECIES

SUB-SPECIES

BACKGROUND

FEATURE

INSPIRATION

HIT POINTS

MAX HP

PROFICIENCY

+

CURRENT

TEMP HP

ABILITIES

SKILLS ON PAGE 2!

STR

DEX

CON

INT

WIS

CHA

LUK

RAD TOLERANCE

SPEED

OTHER SPEEDS

COMBAT BONUSES

ATTACK TYPES ON PAGE 2!

INITIATIVE

MELEE ATTACKS

RANGED ATTACKS

CLASS (A)
ATTACKS/SAVES

CLASS (B)
ATTACKS/SAVES

ARMOR CLASS

POWER ARMOR

HELMET HP

CHEST HP

L. ARM HP

R. ARM HP

L. LEG HP

R. LEG HP

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

WASTELAND WANDERER CHARACTER RECORD

EXPERIENCE

TO NEXT
LEVEL

CLASS (A)

LEVEL

ARCHETYPE

CLASS (B)

LEVEL

ARCHETYPE

HIT DICE

d6

UNSPENT

d8

UNSPENT

d10

UNSPENT

d12

UNSPENT

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

EXHAUSTION

1

2

3

4

5

6

RADSICK

1

2

3

4

5

6

SKILLS

LANGUAGES ON PAGE 3!

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

TOOLS & VEHICLES

	TOTAL	CHA	Pr	Ex
	TOTAL	WIS	Pr	Ex
	TOTAL	DEX	Pr	Ex
	TOTAL	STR	Pr	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	DAMAGE	RANGE/AREA
	DC		
EFFECT			
EXPLOSIVE OR TRAP (B)	SAVE	DAMAGE	RANGE/AREA
	DC		
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

MEALS



1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STARVATION

TRAIT (A)

TRAIT (B)

IDEAL

BOND

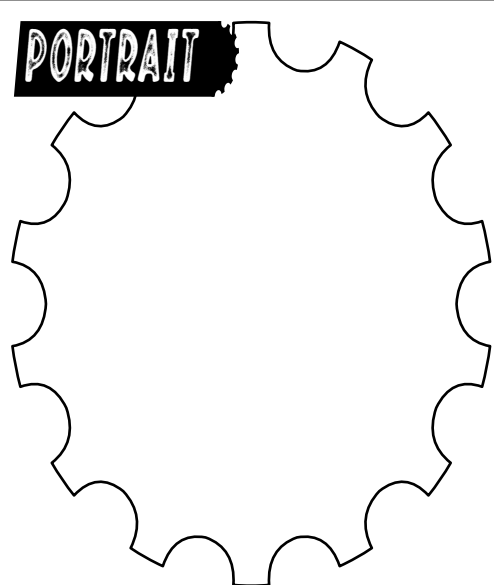
FLAW

CURRENCY

SALVAGE

BELONGINGS

LANGUAGES



DESCRIPTION

WATER

0

1

2



DEHYDRATION

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

ADDICTIONS

CHEM



1

2

3

CHEM



1

2

3

CHEM



1

2

3



FEATURES