

NAME(S)

SPECIES
SUB-SPECIES

BACKGROUND
FEATURE

INSPIRATION
HIT POINTS
MAX HP
CURRENT
TEMP HP
PROFICIENCY
+

ABILITIES
SKILLS ON PAGE 2!
STR
DEX
CON
INT
WIS
CHA
LUK
SAVE
SAVE
SAVE
SAVE
SAVE
SAVE

WASTELAND WANDERER CHARACTER RECORD

MILESTONES
MILESTONES REMAINING

CLASS (A)
ARCHETYPE
LEVEL

CLASS (B)
ARCHETYPE
LEVEL

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
MELEE ATTACKS
RANGED ATTACKS
CLASS (A) ATTACKS/SAVES
CLASS (B) ATTACKS/SAVES

RAD BOXES
1 DC 10
2 DC 13
6 1 DC 15
2

DEATH SAVING THROWS

LUCK COUNTERS
+5
+4
+3
+2
+1
0
-1
-2
-3
-4
-5

EXHAUSTION

RADSICK

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

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

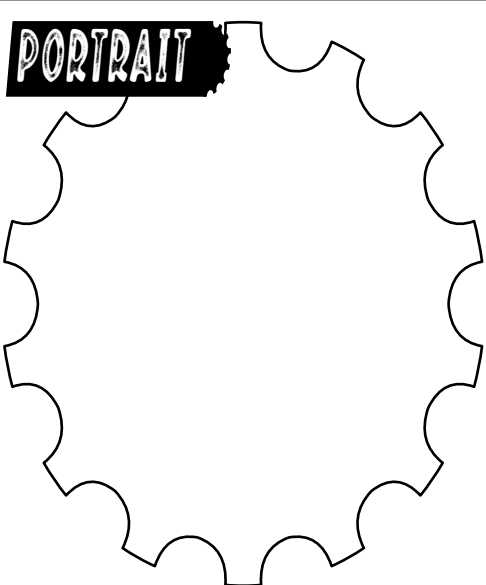
BOND

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