

# 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:

<b>96-100</b>
HEAD
Armour:
Damage
L H A C

<b>36-50</b>
RIGHT ARM
Armour:
Damage
L H S A C

<b>81-95</b>
CHEST
Armour:
Damage
L H S A C

<b>51-65</b>
LEFT ARM
Armour:
Damage
L H S A C

<b>Right Hand</b>
Carrying

<b>66-80</b>
ABDOMEN
Armour:
Damage
L H S A C

<b>Left Hand</b>
Carrying

<b>01-15</b>
RIGHT LEG
Armour:
Damage
L H S A C

<b>31-35</b>
GROIN
Armour:
Damage
L H A C

<b>16-30</b>
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.