

# Fallout

THE ROLEPLAYING GAME

CHARACTER NAME

XP EARNED

XP TO NEXT LEVEL

ORIGIN

LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

## SKILLS

| NAME                 | TAG                      | RANK |
|----------------------|--------------------------|------|
| Athletics [STR]      | <input type="checkbox"/> |      |
| Barter [CHA]         | <input type="checkbox"/> |      |
| Big Guns [END]       | <input type="checkbox"/> |      |
| Energy Weapons [PER] | <input type="checkbox"/> |      |
| Explosives [PER]     | <input type="checkbox"/> |      |
| Lockpick [PER]       | <input type="checkbox"/> |      |
| Medicine [INT]       | <input type="checkbox"/> |      |
| Melee Weapons [STR]  | <input type="checkbox"/> |      |
| Pilot [PER]          | <input type="checkbox"/> |      |
| Repair [INT]         | <input type="checkbox"/> |      |
| Science [INT]        | <input type="checkbox"/> |      |
| Small Guns [AGI]     | <input type="checkbox"/> |      |
| Sneak [AGI]          | <input type="checkbox"/> |      |
| Speech [CHA]         | <input type="checkbox"/> |      |
| Survival [END]       | <input type="checkbox"/> |      |
| Throwing [AGI]       | <input type="checkbox"/> |      |
| Unarmed [STR]        | <input type="checkbox"/> |      |

## COMBAT

MELEE DAMAGE

DEFENSE

INITIATIVE

POISON DR

OPTICS (1-2)

Phys. DR

Rad. DR

En. DR

HP

HEALTH

Maximum HP

Current HP

ARM 1 (9-11)

Phys. DR

Rad. DR

En. DR

HP

ARM 2 (12-14)

Phys. DR

Rad. DR

En. DR

HP

MAIN BODY (3-8)

Phys. DR

Rad. DR

En. DR

HP

ARM 3 (15-17)

Phys. DR

Rad. DR

En. DR

HP

THRUSTER (18-20)

Phys. DR

Rad. DR

En. DR

HP

## WEAPONS

| NAME | SKILL | TN | TAG                      | DAMAGE                                                                              | EFFECTS | TYPE | RATE | RANGE | QUALITIES | AMMO | WEIGHT |
|------|-------|----|--------------------------|-------------------------------------------------------------------------------------|---------|------|------|-------|-----------|------|--------|
|      |       |    | <input type="checkbox"/> |  |         |      |      |       |           |      |        |
|      |       |    | <input type="checkbox"/> |  |         |      |      |       |           |      |        |
|      |       |    | <input type="checkbox"/> |  |         |      |      |       |           |      |        |
|      |       |    | <input type="checkbox"/> |  |         |      |      |       |           |      |        |
|      |       |    | <input type="checkbox"/> |  |         |      |      |       |           |      |        |



**CAPS**

## AMMO

| CALIBER | QUANTITY |
|---------|----------|
|         |          |

## GEAR

| ITEM                 | LBS. |
|----------------------|------|
|                      |      |
| CURRENT CARRY WEIGHT |      |
| MAXIMUM CARRY WEIGHT |      |

## PERKS & TRAITS

[illegible]