

Melee Weapons

Type 3ST Bonus Damage Dmg Thrust AP Parry Block Miss Other Weight Length Distance Strike Zone

Primary _____
Secondary _____

Ranged Weapons

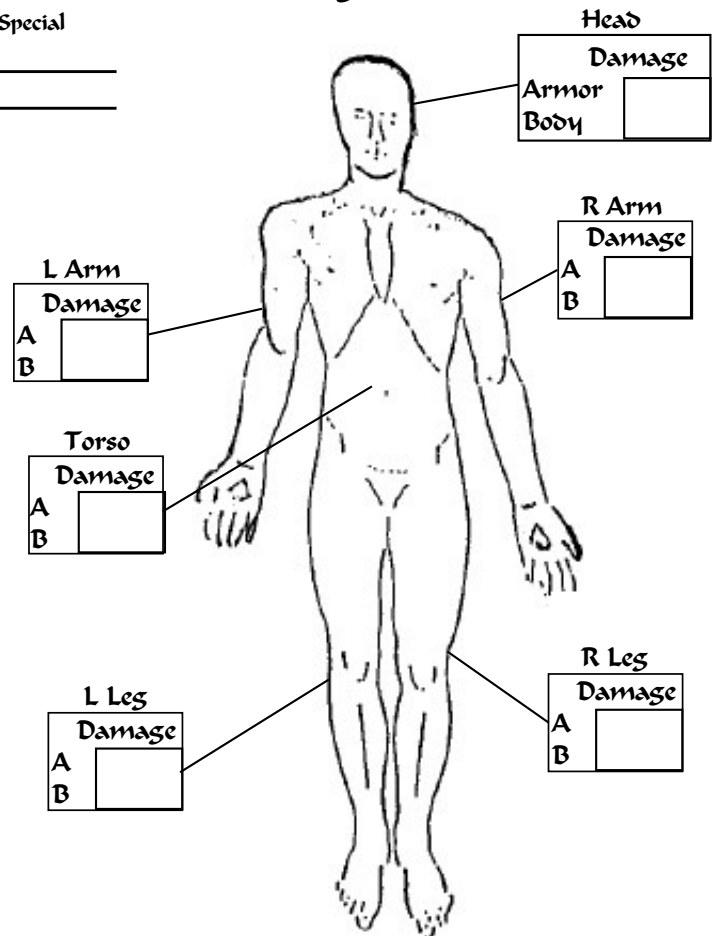
Type To Hit Damage AP Qty Base Effect Arc Length Other

Primary _____

Ready Projectiles

Type Range To Hit Qty Dmg Special

Damage Location



Armor

Type Endurance Max Current Weight

Head				
Neck				
Shoulders				
Upper Arms				
Elbow				
Lower Arms				
Hands				
Chest				
Back				
Belly				
Groin				
Upper Legs				
Knee				
Lower Legs				
Feet				
Shield				
Other				

Total Weight _____
Encumbrance _____
Rounds per _____
Fatigue _____

Block Trap Attack Cover Dmg

Total Damage _____
Fatigue _____
Blood Loss _____
Pain _____
Mobility _____

Penalties

Shield Modifiers _____

Armor Type: _____
Piercing Slashing Blunt

Blocks
Penetration
Absorbed

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