

Academic (AC)	<input type="checkbox"/>
Agility (AG)	<input type="checkbox"/>
Aim (AI)	<input type="checkbox"/>
Charisma (CH)	<input type="checkbox"/>
Initiative (IN)	<input type="checkbox"/>
Medical (MD)	<input type="checkbox"/>
Melee (ME)	<input type="checkbox"/>
Strength (ST)	<input type="checkbox"/>
Technical (TE)	<input type="checkbox"/>
Willpower (WI)	<input type="checkbox"/>
Karma	<input type="checkbox"/>

**Name** \_\_\_\_\_

**Callsign** \_\_\_\_\_

Age \_\_\_\_\_

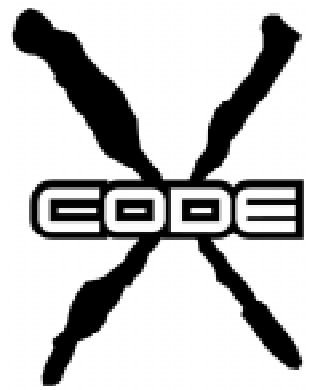
Sex \_\_\_\_\_

Height \_\_\_\_\_

Weight \_\_\_\_\_

Hair \_\_\_\_\_

Eyes \_\_\_\_\_



Initiative <input type="checkbox"/>	Wound <input type="checkbox"/> +	Injury notes:
Movement <input type="checkbox"/>	Heavy W. <input type="checkbox"/> +	
Ranged Def <input type="checkbox"/>	Critical W. <input type="checkbox"/> +	
Melee Def <input type="checkbox"/>	Killed <input type="checkbox"/> +	
Injury penalty <input type="checkbox"/>	Toughness <input type="checkbox"/>	
	Encumbrance <input type="checkbox"/>	

Equipment	Equipment	Equipment	Equipment
Equipment	Equipment	Equipment	Equipment

Minor equipment:

Vehicles and property:

Cash \_\_\_\_\_

Savings \_\_\_\_\_

WEAPON	Acc	Dam	RoF	Ran	Mag	Notes

Magazines:

<b>ARMOUR</b>	<b>Team Mates</b>	<b>Roles</b>	<b>Completed scenarios:</b>
<b>Total:</b> <input type="checkbox"/>			

# CHARACTER SHEET