

CHARACTER NAME:	
.....	
RANK:	
.....	
NATIONALITY:	
.....	
SERVICE BRANCH/CAREER:	
BUDDY:	LUCKY STRIKES:
.....
VIRTUES:	FUBARs:
.....
FLAWS:	ENDURANCE:
.....
AGE:	{ } Rallied { } Treated
.....
LANGUAGES:	WOUNDS OR TRAUMA:
.....

ABILITIES & SKILLS

STRENGTH: _	AGILITY: _	INTELLIGENCE: _	EMPATHY: _
Calisthenics [_]	Infiltrate [_]	Insight [_]	Command [_]
Close Combat [_]	Nimble [_]	Perception [_]	Guts [_]
Heavy Weapons [_]	Operate [_]	Survival [_]	Medical Aid [_]
Stamina [_]	Ranged Combat [_]	Tech [_]	Persuasion [_]
WOUNDS	WEARINESS	FEAR	MORALE
-3 { } Gashed	-3 { } Exhausted	-3 { } Terrified	-3 { } Hopeless
-2 { } Cut	-2 { } Winded	-2 { } Panicked	-2 { } Disheartened
-1 { } Nicked	-1 { } Tired	-1 { } Nervous	-1 { } Unsure

WEAPONS

	BONUS	ROF	RANGE	DAM	AMMO	QUALITIES	WEIGHT
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TALENTS

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SPECIALIZATIONS

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GEAR

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NOTES

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