

Player Name

Code of Conduct

Ability Scores

ADVENTURE

character Record Sheet

Diagram showing six empty circular icons arranged in a hexagonal pattern, each labeled with a stat name:

- Toughness
- Action
- Stamina
- Healing Rate
- Move
- Pulp

Clothing Worn

Skill Level	Fail	Full %	1/2 %	1/4 %
Expert	Poor	Good	Major	Critical
Novice	Failure	Poor	Good	Major
Unskilled	Bungle	Failure	Poor	Good

d10 Location	Impairment(s)	Wounds
1-2 R. Leg	-20 Phy skills 1/2 Move	
3-4 L. Leg	-20 Phy skills 1/2 Move	
5-7 Torso	-20 Health Saves	
8 R. Arm	-20 Aim/ Ref skills	
9 L. Arm	-20 Aim/ Ref skills	
10 Head	-20 Int/ Inf skills	

Lethal Damage

Subdual Damage

Skill	Skill Level	Base
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Advantages

[illegible]

Pulp Used

1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25 26
27 28 29 30
() 1 2 3 4 5 6 7 8 9 10

Combat

[illegible]