

**NAME:** \_\_\_\_\_ **TEAM:** \_\_\_\_\_ **JOB / POSITION:** \_\_\_\_\_  
**DATE FROZEN:** ( \_\_\_\_ / \_\_\_\_ ) **LOCATION:** ( \_\_\_\_\_ )  
**ATTRIBUTES:** AGE: \_\_\_\_ SEX: M/F HEIGHT: \_\_\_\_ WEIGHT: \_\_\_\_ HAIR: \_\_\_\_ EYES: \_\_\_\_ Blood type: \_\_\_\_ SP /BP: \_\_\_\_  
**Str:** \_\_\_\_\_ **Psi Ability:**  
**Const:** \_\_\_\_\_ ( \_\_\_\_\_ )  
**Dex:** \_\_\_\_\_ ( \_\_\_\_\_ )  
**Move:** \_\_\_\_\_ ( \_\_\_\_\_ )  
**Endu:** \_\_\_\_\_ ( \_\_\_\_\_ )  
**Int:** \_\_\_\_\_ ( \_\_\_\_\_ )  
**Char:** \_\_\_\_\_ ( \_\_\_\_\_ )  
**Psi:** \_\_\_\_ / \_\_\_\_ ( \_\_\_\_\_ )  
**Luck:** \_\_\_\_ / \_\_\_\_ ( \_\_\_\_\_ )  
**Misc:** ( \_\_\_\_\_ )  
**GRENADE THROWING RANGE :** A= \_\_\_\_ B= \_\_\_\_ C= \_\_\_\_ D= \_\_\_\_ **H-T-H DMG:** 1/2str: \_\_\_\_ 1/4str: \_\_\_\_  
**RADIATION CLASS** ( \_\_\_\_\_ ) **ABSORBED RADIATION:** \_\_\_\_\_

<b><u>Structure Points:</u></b> (Sp = St. x Const.) Torso _____ x0.38= ____ Head _____ x0.06= ____ Bp _____						
Area 1 _____ x0.09= ____	Area 2 _____ x0.09= ____	Area 3 _____ x0.09= ____	Area 4 _____ x0.09= ____			
Leg (Left) _____ x0.19= ____	Leg (Right) _____ x0.19= ____	Shoulder (Left) _____ x0.01= ____	Shoulder (Right) _____ x0.01= ____			
Thigh (Left) _____ x0.08= ____	Thigh (Right) _____ x0.08= ____	Arm (Left) _____ x0.08= ____	Arm (Right) _____ x0.08= ____			
Calf (Left) _____ x0.05= ____	Calf (Right) _____ x0.05= ____	Upper Arm (Left) _____ x0.02= ____	Upper Arm (Right) _____ x0.02= ____			
Hip Joint (Left) _____ x0.01= ____	Hip Joint (Right) _____ x0.01= ____	Lower Arm (Left) _____ x0.02= ____	Lower Arm (Right) _____ x0.02= ____			
Knee (Left) _____ x0.01= ____	Knee (Right) _____ x0.01= ____	Elbow (Left) _____ x0.01= ____	Elbow (Right) _____ x0.01= ____			
Ankle (Left) _____ x0.01= ____	Ankle (Right) _____ x0.01= ____	Wrist (Left) _____ x0.01= ____	Wrist (Right) _____ x0.01= ____			
Foot (Left) _____ x0.04= ____	Foot (Right) _____ x0.04= ____	Hand (Left) _____ x0.01= ____	Hand (Right) _____ x0.01= ____			
<b><u>Weapons:</u></b>						
Name	E-factor	Type of Fire	Mag. Size	Basic Load	Load Weight	Total Weight

## **Degrees And Skills:**

### **DEGREES:**

Archeology \_\_\_\_\_ %  
Anthropology \_\_\_\_\_ %  
Agriculture \_\_\_\_\_ %  
Biology \_\_\_\_\_ %  
Chemistry \_\_\_\_\_ %  
Engineering \_\_\_\_\_ %  
Botany \_\_\_\_\_ %  
Computer Science \_\_\_\_\_ %  
Dentistry \_\_\_\_\_ %  
Ecology \_\_\_\_\_ %  
Economics \_\_\_\_\_ %  
Forestry \_\_\_\_\_ %  
Geology \_\_\_\_\_ %  
History \_\_\_\_\_ %  
Linguistics \_\_\_\_\_ %  
Mathematics \_\_\_\_\_ %  
Medicine \_\_\_\_\_ %  
Nursing \_\_\_\_\_ %  
Pharmacy \_\_\_\_\_ %  
Philosophy \_\_\_\_\_ %  
Psychology / Psychiatry \_\_\_\_\_ %  
Physics \_\_\_\_\_ %  
Political Science \_\_\_\_\_ %  
Sociology \_\_\_\_\_ %  
Zoology \_\_\_\_\_ %  
Veterinary Medicine \_\_\_\_\_ %  
\_\_\_\_\_ %

### **KNOWLEDGE SKILLS:**

MAP MAKING \_\_\_\_\_ %  
FIRST AID \_\_\_\_\_ %  
TREAT DISEASE \_\_\_\_\_ %  
TREAT POISON \_\_\_\_\_ %  
TRACKING \_\_\_\_\_ %  
ORATORY \_\_\_\_\_ %  
CAMOUFLAGE \_\_\_\_\_ %  
FISHING \_\_\_\_\_ %  
HIDE \_\_\_\_\_ %  
HUNTING \_\_\_\_\_ %  
LISTEN \_\_\_\_\_ %  
RECON \_\_\_\_\_ %  
ESCAPE/EVASION \_\_\_\_\_ %  
SCUBA \_\_\_\_\_ %  
SCROUNGE \_\_\_\_\_ %  
OBSERVATION-  
(INT+LISTX2) \_\_\_\_\_ %  
MOUNTAINEERING \_\_\_\_\_ %  
SPECIAL KNOWLEDGE \_\_\_\_\_ %  
COMMUNICATION \_\_\_\_\_ %  
RAPPELING \_\_\_\_\_ %  
H T H (STR+DEX+SK) \_\_\_\_\_ %  
**SURVIVAL(By Area Type):**  
ARCTIC \_\_\_\_\_ %  
DESERT \_\_\_\_\_ %  
JUNGLE \_\_\_\_\_ %  
WOODLAND \_\_\_\_\_ %  
URBAN \_\_\_\_\_ %  
OCEANIC \_\_\_\_\_ %  
AMBUSH \_\_\_\_\_ %

INTERROGATION \_\_\_\_\_ %

### **COMBAT SKILLS:**

HANDGUN \_\_\_\_\_ %  
SHOT GUN \_\_\_\_\_ %  
SMG \_\_\_\_\_ %  
RIFLE \_\_\_\_\_ %

### **CREW SERVED WEAPONS:**

LT MACHINE GUN \_\_\_\_\_ %  
HVY MACHINE GUN \_\_\_\_\_ %  
LT MORTAR \_\_\_\_\_ %  
HVY MORTAR \_\_\_\_\_ %

### **SPECIAL WEAPONS**

GRENADE LAUNCH \_\_\_\_\_ %  
FLAME THROWER \_\_\_\_\_ %  
SHOULDER FIRED MISSILE \_\_\_\_\_ %  
MOUNTED ROCKETS \_\_\_\_\_ %  
BAYONET \_\_\_\_\_ %  
KNIFE \_\_\_\_\_ %

DEMOLITIONS \_\_\_\_\_ %  
BOOBY TRAPS \_\_\_\_\_ %

### **PRIMITIVE WEAPONS:**

ARCHERY \_\_\_\_\_ %  
CROSSBOW \_\_\_\_\_ %  
CLUB \_\_\_\_\_ %  
SPEAR \_\_\_\_\_ %  
SWORD \_\_\_\_\_ %

### **TECH SKILLS:**

#### **Drive:**

WHEELED \_\_\_\_\_ %  
TRACKED \_\_\_\_\_ %  
Hover \_\_\_\_\_ %  
ROTARY WING \_\_\_\_\_ %  
HEAVY VEHICLE \_\_\_\_\_ %  
PROP DRIVEN \_\_\_\_\_ %  
JET \_\_\_\_\_ %  
REPAIR  
ELECTRICAL  
BASIC \_\_\_\_\_ %  
SPECIAL \_\_\_\_\_ %  
MECHANICAL  
BASIC \_\_\_\_\_ %  
GUNSMITHING \_\_\_\_\_ %  
NUCLEAR \_\_\_\_\_ %  
FUSION \_\_\_\_\_ %  
LAND NAVIGATION \_\_\_\_\_ %  
SMALL BOAT OPERATION \_\_\_\_\_ %  
PAPACHUTTE \_\_\_\_\_ %  
H.A.L.O. \_\_\_\_\_ %  
**AGILITY SKILLS:**  
MOVE SILENTLY \_\_\_\_\_ %  
CLIMB \_\_\_\_\_ %  
JUMP \_\_\_\_\_ %  
SNOW SKI \_\_\_\_\_ %  
SWIM \_\_\_\_\_ %  
DODGE (DEXT X 4) \_\_\_\_\_ %  
EQUISTRIAN \_\_\_\_\_ %

## **Page 2 of 3**

**NAME:** \_\_\_\_\_

<i>MAX WT. FOR 5 MOVEMENTS:</i>	<i>KG</i>
<i>MAX WT. FOR 4 MOVEMENTS:</i>	<i>KG</i>
<i>MAX WT. FOR 3 MOVEMENTS:</i>	<i>KG</i>
<i>MAX WT. FOR 2 MOVEMENTS:</i>	<i>KG</i>
<i>MAX WT. FOR 1 MOVEMENTS:</i>	<i>KG</i>

**WEARING:**

**COMBAT ISSUE:**

**CARRIED ITEMS:**

**000-000-000-000-000-000-000-000-000-000-000-000-000-000-000-000**

**ANTITOXIN: 0-0-0-0-0-0-0-0--- ANTIBIOTIC: 0-0-0-0-0-0-0-0---**

**COAGULANT: O-O-O-O-O-O-O-O----PAIN RELIEVER: O-O-O-O-O-O-O-O---**

**SLEEP INDUCER:** O-O-O-O-O-O-O-O--- **STIMULANT:** O-O-O-O-O-O-O-O---

### NOTES AND OTHER FACTORS

---

Page 3 of 3 *NAME:*