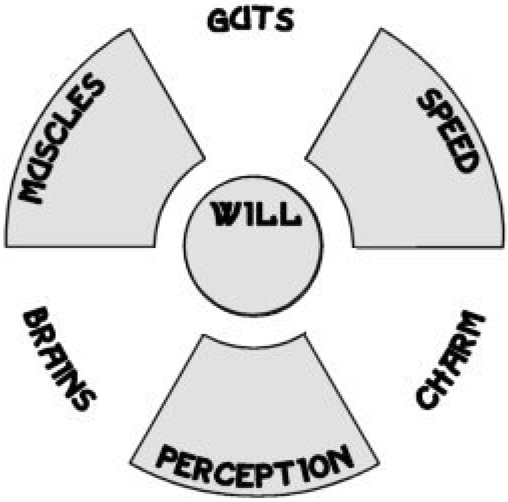
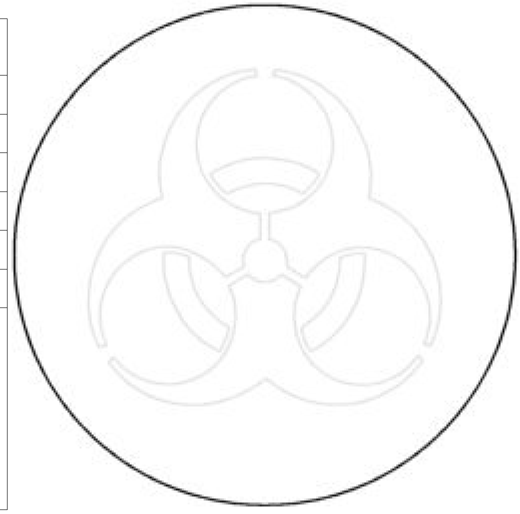
NUCLEAR BEASTS

© 2003 Frank Sronce. Permission is granted to copy this page for personal use only.



Name:
Gender:
Type:
Breed:
Age:
Height:
Weight:
Description:



Race Trait:	**Luck Trait:**	**Durability:**	**Dash:**	**Base Carrying Capacity:**
Racial Skills:				

Racial Gifts & Flaws

Personal Gifts & Flaws

Gift Total:	**Flaw Total:**
Final Cost Adjustment:	

Gifts above the limit of 10 cost double; Flaws beyond the limit of 10 are halved. Racial Gifts and Flaws do not count towards the totals above.

Skills

Skills

Special Traits

Combat Test Summary

Initiative	Brains & Speed	
Melee Attack	Speed & Weapon (& Race)	
Ranged Attack	Perception & Weapon	
Parry	Speed & Weapon	
Dodge	Speed & Dodge	
Block	Speed & Shield & Cover	
Soak	Armor Dice (min. Durability)	
Survival Test	Guts & Will	
Endurance	Will & Resolve	
Healing	Guts & Guts	

Fatigue Track	O	O	O	O	O	O	O	O	O	O	O	O	O
			d12 Guts	d10 Guts	d8 Guts	d6 Guts	d4 Guts		-1	-2	-3	-4	Exhausted

Your Guts determines how much fatigue you can take before suffering penalties. Each level of Robust adds one more circle to the front of the track.

Wound Track	O	O	O	O	O	O	O	O	O	O	O	O	O
				None	d4	d6	d8	d10	d12	2d12	3d12	4d12	4d12+1

Your wounds determine the difficulty of your Survival Test. Each level of the Extra Hit Point Gift adds another empty circle to the front of the list. Each additional wound beyond the end of the track adds +1 to the Survival Test difficulty. Roll Guts & Will vs the difficulty.

Encumbrance Chart

Weight Carried	lbs	Penalty
Less than Base		No penalty
Base x1		-1
Base x2		-2
Base x3		-3
Base x4		-4
Base x5		Overburdened

Your Muscles rating will determine your Base Carrying Capacity.
Just fill in the appropriate values under the "lbs" column.

Total Weight Carried: **Current Penalty:**

Background Notes

Home:

Parents:

Other Friends/Relatives:

Rite of Passage:

History & Accomplishments:

Equipment Carried

Equipment Carried	Weight

Experience & Advancement

Chosen Trait	XP Cost	XP Spent

Weapon Weight Reference

	Light	Medium	Heavy	Very Heavy
Maximum Wt.				

Your Muscles rating will determine how heavy of a weapon you can wield.

Melee Weapons	Skill Dice	Damage	Weight	Ease	Notes

The Skill Dice for most melee weapons is your Speed & Weapon Skill. Natural weapons such as claws include your Race trait as well.

Ranged Weapons	Skill Dice	Damage	Weight	Ease	ROF	Range	Ammo / Notes

The Skill Dice for most ranged weapons is your Perception & Weapon Skill. The "Rate of Fire" column will normally be SS for single-shot, B for burst, or FA for full-auto.
Particularly slow weapons might actually say 1/2 or 1/3, indicating that they take multiple rounds to reload.

Armor / Shield	Armor Dice / Cover Dice	Weight	Ease	Notes

Armor Dice are included with Soak rolls, while Shields provide Cover Dice that are included in the skill roll when using the shield to block attacks.