FALLOUT

Powered by Cinematic Unisystem

v1.1 By Quintin Stone - http://www.rps.net/QS

Character Name _____
Character Type _____
Description/Concept _____
Home City _____

Current Life Points _____ Max Life Points _____
Experience Points _____ Unspent Experience _____
Advancements _____ Drama Points _____

ATTRIBUTES

Strength _____ Intelligence _____
Dexterity _____ Perception _____
Constitution _____ Willpower _____

Sex _____ Height _____ Hair _____
Age _____ Weight _____ Eyes _____
Money _____
Notes _____

Perks	Adv.

Drawbacks	Points

Skills	Level
Acrobatics	
Art	
Big Guns	
Crime	
Doctor	
Driving	
Energy Weapons	
Getting Medieval	
Influence	
Knowledge	
Kung Fu	
Languages	
Mr. Fix-It	
Notice	
Science	
Small Guns	

Traits

Success Levels Table

Roll Total	Success Levels	Description
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very Good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind Boggling
27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God Like
+3	+1	

Armor

Type	Weight	Physical	Energy

Ranges Table (yards)

Type	Short (+0)	Med. (-1)	Long (-3)
Pistol	5	20	50
Rifle	20	100	300
Scoped	30	150	500

Weapons/Combat Maneuvers

Weapon or Maneuver	Skill	Acc	Weapon Range	Base Damage	Damage Type	Rate	Recoil	Ammo	Capacity	Req. Str	Wgt
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Character Sketch

Possessions

Item	Wgt	Location	Item	Wgt	Location

Vehicles/Mounts

Type	Armor Value	Damage Cap	Handling	Speed	Toughness	Weight	Range	Cargo

Allies/Contacts

Enemies

Character History

Personality

Strengths

Weaknesses

Romatic Interests

Role within the Group

Short Term Goals

Long Term Goals