

Character Record Sheet

CHARACTER SKETCH OR SYMBOL



Character Name

Character Type

Alignment

Level

Experience

ABILITIES



STRENGTH

Mod. to hit, damage, force doors



DEXTERITY

AC Mod.

Missile Attack



CONSTITUTION

Poison Save
Modifier

Radiation Save
Modifier



INTELLIGENCE

Technology
Modifier

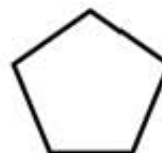


WILLPOWER



CHARISMA

Reaction
Adjustment



Hit Points



Armor Class

SAVING THROWS



ENERGY ATTACKS



POISON OR DEATH



STUN ATTACKS



RADIATION

Mutations and Special Abilities:

Armor Class

0 1 2 3 4 5 6 7 8 9

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Roll 1d20
to hit

MUTANT FUTURE

WEAPONS and EQUIPMENT

Notes, areas explored, mutants encountered, notable NPCs

FOLLOWERS and HIRED SPECIALISTS

MONEY and TRADE ITEMS