Name _____

Affiliation _____

Age _____ Height _____ Weight _____

MECHWARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength			
Body			
Dexterity			
Reflexes			
Intelligence			
Willpower			
Charisma			
Edge			
Social Standing			

SKILLS

Name	Bonus

TRAITS

COMBAT INFORMATION

Armor

Type A: _____ AV (M/B/E/X) ___/___/___/___

Type B: _____ AV (M/B/E/X) ___/___/___/___

Type C: _____ AV (M/B/E/X) ___/___/___/___

Type D: _____ AV (M/B/E/X) ___/___/___/___

Fatigue

Fatigue≤ WIL ☐☐☐☐☐☐☐☐☐☐

+1 TN per Fatigue> WIL ☐☐☐☐☐☐☐☐☐☐☐

Unconscious if Fatigue > (2 x WIL)

Wounds

Grazing Wounds (WV 1): _____

Minor Wounds (WV 2): _____ +1 TN ea.

Serious Wounds (WV 4): _____ +2 TN ea.

Critical Wounds (WV 8): _____ +3 TN ea.

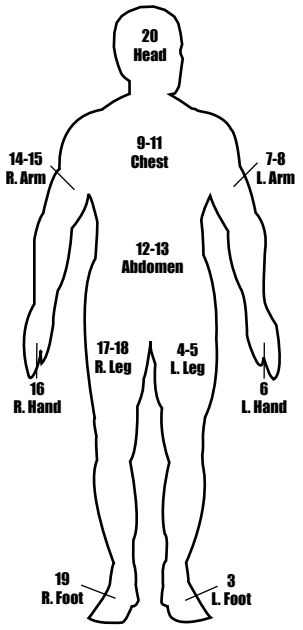
Deadly Wounds (WV 16): _____ Knockout

Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV–1

Weapons	AP•Dmg	Type	Range	Shots	Notes
			___/___/___		
			___/___/___		
			___/___/___		
			___/___/___		
			___/___/___		

MISCELLANEOUS EQUIPMENT AND INFORMATION

Movement (W/R/S): ___/___/___

Experience Points: _____

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