INFERNO — RAPIER & LASPISTOL

CHARACTER SHEET

CHARACTER NAME: _____ **PLAYER NAME:** _____

Age: _____ Weight: _____ Height: _____ Sex: _____ Species (Cost): _____ (____)

Physical Description: _____

Total CP: _____ Unspent CP: _____ Fortune Points: _____

ATTRIBUTES

	Base	Total		Base	Total		Base	Total		Base	Total
STR			***INT***			***Evade***			***Aura***		
AGL			***WIL***			***Resist***			***Threshold***		
PER			***EMP***			***Barehand***			***Initiative***		

Evade = (AGL+PER)/2 *Resist = STR* *Barehand = STR/2* *Aura = (WIL+EMP)/2, -3* *Threshold = WIL* *Initiative = AGL + PER + INT*

EDGES & FLAWS

Trait (Value – use S for Species Traits)

_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)
_____ (____)	_____ (____)	_____ (____)

SKILLS

Skill or Specialisation (Rank/Base Attribute or Total Rank)

Favoured Skill		*Favoured Skill*	
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)
☐	_____ (___/___)	☐	_____ (___/___)

Shock: _____ Wounds: _____ Implant Stress: _____ Corruption: _____ Wealth: _____

Armour

	AV	Encumbrance	Special

Ranged Weapons

	Range	Damage	Ammo	Special

Melee Weapons

	Atk	Dfc	Damage	Wht	Special

Equipment

Item (Cost/Tech Level)	(/)	Item (Cost/Tech Level)	(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)

Implants

Implant (Location/Stress)	(/)	Implant (Location/Stress)	(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)
	(/)		(/)

Notes