Fallout Equestria RPG

Name:	Level:	Damage/Wound:
Race:	Height:	Weight:
Gender:	Traits and Hindrances:	

Wounds

Crippled: _____ (1/2 END Base)

Maimed: _____ (END Base)

Head/Neck:

Torso/Flank:

Leg, Front L:

Leg, Front R:

Leg, Rear L:

Leg, Rear R:

Horn:

Wing, L:

Wing, R:

Ammo

Score	MFD	1	3/4	1/2	1/4	Temp +/-
STR						
PER						
END						
CHA						
INT						
AGI						
LUCK						

Skills	ATT	Rank	MFD 1	3/4	1/2	1/4	+/-
Dig (H/SD)	STR						
Melee	STR						
Energy Weapons	PER						
Explosives	PER						
Lockpicking	PER						
Battle Saddles	END						
Survival	END						
Unarmed	END						
Mercantile	CHA						
Speechcraft	CHA						
Magic (A/U/Z)	INT						
Medicine	INT						
Repair	INT						
Science	INT						
Flight (A/G/P)	AGI						
Firearms	AGI						
Sneak	AGI						

Helmet/Headgear: _____

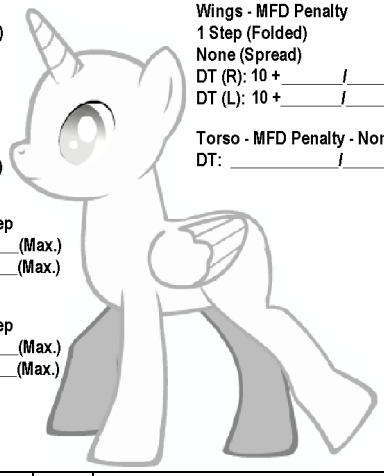
Armor/Clothes: _____

Horn - MFD Penalty - 3 Steps
DT: 20 + _____/_____(Max.)

Head - MFD Penalty - 2 Steps
DT: _____/_____(Max.)

Forelegs - MFD Penalty - 1 Step
DT (R): _____/_____(Max.)
DT (L): _____/_____(Max.)

Hindlegs - MFD Penalty - 1 Step
DT (R): _____/_____(Max.)
DT (L): _____/_____(Max.)



Wings - MFD Penalty
1 Step (Folded)
None (Spread)
DT (R): 10 + _____/_____(Max.)
DT (L): 10 + _____/_____(Max.)

Torso - MFD Penalty - None
DT: _____/_____(Max.)

SATS

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135

Weapon Name	Damage Direct/ 5' Radius	Crit AOE Inc.	SATS	Range Inc.	Ammo Type	Mag Sz	Reload	Wt	Effects/Notes

Rad Count:

Resistance:

Radiation
200 Rads -10 END
400 Rads -20 END -10 AGI
600 Rads -30 END -20 AGI -10 STR
800 Rads -30 END -20 AGI -20 STR
1000 Rads X

Move: ____ft
Ground
5x (AGI/2)
Move: ____ft
Sneak
5x (AGI/4)

Move: ____ft
Dig / Fly
5x AGI

Net Karma
_____
Total Karma
_____
Bonus
_____

Racial Abilities:

Experience:

Next Level at:

Spells/Recipes /Maneuvers (Name & Description)	%	MFD	SATS	Cost

Perks

2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

21. _____
22. _____
23. _____
24. _____
25. _____
26. _____
27. _____
28. _____
29. _____
30. _____

Gear, Food and Drink **Wt**

Money and Ammo _____

Wt. Carried: _____
Wt. Limit (Carried): 100+(Strx10) _____
Wt. Limit (Pulled or Dragged): (x5) _____
Sneak Penalty (due to wt.): -5/10wt _____
Max Speed Reduction: 5'/10wt over _____

Magic

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 0 0 0 0 0 0 0 0 0 0 0 0 0

Taint