


**Wargaming in the Fallout Universe**

Done By William

<b>Name:</b>		<b>Sex:</b>		<b>Age:</b>		<b>Race:</b>		<b>Perk/Level:</b>			
<b>Hit Points:</b> ( 18 + ( Str + (( End x 2 ) - 2 )))			<b>Level:</b>		<b>Experience:</b>			<b>Next Level:</b>			
<b>Primary Stats</b>				<b>SKILLS</b>							
Base + / - Total				Base Points Total Mod							
<b>Strength</b>					<input type="radio"/> <b>Small Guns</b> 5% + ( 4 x Agl )				%	%	
<b>Perception</b>					<input type="radio"/> <b>Big Guns</b> 0% + ( 2 x Agl )				%	%	
<b>Endurance</b>					<input type="radio"/> <b>Energy Weapons</b> 0% + ( 2 x Agl )				%	%	
<b>Charisma</b>					<input type="radio"/> <b>Unarmed Combat</b> 30% + ( 2 x ( Agl + Str ))				%	%	
<b>Intelligence</b>					<input type="radio"/> <b>Melee Weapons</b> 20% + ( 2 x ( Agl + Str ))				%	%	
<b>Agility</b>					<input type="radio"/> <b>Throwing</b> 0% + ( 4 x Agl )				%	%	
<b>Luck</b>					<input type="radio"/> <b>First Aid</b> 30% + ( 2 x ( Per + Int ))				%	%	
<b>Secondary Stats</b>				<input type="radio"/> <b>Doctor</b> 0% + ( Per + Int )							
Base + / - Total				<input type="radio"/> <b>Sneak</b> 0% + ( 3 x Agl )							
<b>Action Points</b> ( 5 + ( Agl / 2 ))					<input type="radio"/> <b>Lock Pick</b> 10% + ( Per + Agl )						
<b>Carry Weight</b> ( 25 + ( 25 x Str ))					<input type="radio"/> <b>Steal</b> 0% + ( 3 x Agl )						
<b>Melee Damage</b> ( Str - 5 ) min 1					<input type="radio"/> <b>Traps</b> 10% + ( Per + Agl )						
<b>Bonus Damage:</b>		%		%	<input type="radio"/> <b>Science</b> 0% + ( 4 x Int )						
<b>Poison Resist</b> ( 5 x End )		%		%	<input type="radio"/> <b>Repair</b> 0% + ( 3 x Int )						
<b>Radiation Resist</b> ( 2 x End )		%		%	<input type="radio"/> <b>Pilot</b> 0% + ( 2 x ( Per + Agl ))						
<b>Sequence</b> ( 2 x Per )					<input type="radio"/> <b>Speech</b> 5% + ( 5 x Chr )						
<b>Hit Points / Level</b> ( 3 + ( End / 2 ))					<input type="radio"/> <b>Barter</b> 0% + ( 4 x Chr )						
<b>Skill Rate</b> (( 2 x Int ) + 5 )					<input type="radio"/> <b>Gambling</b> 0% + ( 5 x Luck )						
<b>Healing Rate</b> ( End / 3 )					<input type="radio"/> <b>Outdoorsman</b> 0% + ( 2 x ( End + Int ))						
<b>Critical Chance</b> ( Luck )		%		%							
<b>Armour Class:</b> ( Agl + ( Armour Bonus ))				<b>Left Hand Weapon:</b>		<b>Ammo:</b>		<b>Wt</b>	<b>Range: (1/2)</b>	<b>Damage:</b>	
<b>Type:</b>									/		
<b>Armour</b>		<b>DT</b>	<b>DR</b>	<b>Mode 1</b>		<b>Mode 2</b>		<b>Ammo Loaded:</b>			
<b>Normal</b>			%	<input type="checkbox"/>		<input type="checkbox"/>					
<b>Energy</b>			%	<b>Ap Cost (M1/M2):</b>		/		<b>Rounds:</b>	/	<b>Burst:</b>	
<b>Fire</b>			%	<b>Right Hand Weapon:</b>		<b>Ammo:</b>		<b>Wt</b>	<b>Range: (1/2)</b>	<b>Damage:</b>	
<b>Gas</b>			%						/		
<b>Explode</b>			%	<b>Mode 1</b>		<b>Mode 2</b>		<b>Ammo Loaded:</b>			
<b>AC Bonus</b>				<input type="checkbox"/>		<input type="checkbox"/>					
<b>Weight</b>				<b>Ap Cost (M1/M2):</b>		/		<b>Rounds:</b>	/	<b>Burst:</b>	
<b>Condition Monitor:</b>			<b>Armour Attributes:</b>								
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>											

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that’s good right ?????

[illegible]

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Traits	Description

Perks	Description

<b>Karma Points:</b>	
Karma Perks	Description

Notes:

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## Ammo

Type:		Type:		Type:		Type:	
Amount:		Amount:		Amount:		Amount:	
Damage:	%	Damage:	%	Damage:	%	Damage:	%
Penetration:	%	Penetration:	%	Penetration:	%	Penetration:	%
Damage Resist:		Damage Resist:		Damage Resist:		Damage Resist:	
Weight Ratio:		Weight Ratio:		Weight Ratio:		Weight Ratio:	

Type:		Type:		Type:		Type:	
Amount:		Amount:		Amount:		Amount:	
Damage:	%	Damage:	%	Damage:	%	Damage:	%
Penetration:	%	Penetration:	%	Penetration:	%	Penetration:	%
Damage Resist:		Damage Resist:		Damage Resist:		Damage Resist:	
Weight Ratio:		Weight Ratio:		Weight Ratio:		Weight Ratio:	

Type:		Type:		Type:		Type:	
Amount:		Amount:		Amount:		Amount:	
Damage:	%	Damage:	%	Damage:	%	Damage:	%
Penetration:	%	Penetration:	%	Penetration:	%	Penetration:	%
Damage Resist:		Damage Resist:		Damage Resist:		Damage Resist:	
Weight Ratio:		Weight Ratio:		Weight Ratio:		Weight Ratio:	

Type:		Type:		Type:		Type:	
Amount:		Amount:		Amount:		Amount:	
Damage:	%	Damage:	%	Damage:	%	Damage:	%
Penetration:	%	Penetration:	%	Penetration:	%	Penetration:	%
Damage Resist:		Damage Resist:		Damage Resist:		Damage Resist:	
Weight Ratio:		Weight Ratio:		Weight Ratio:		Weight Ratio:	

Type:		Type:		Type:		Type:	
Amount:		Amount:		Amount:		Amount:	
Damage:	%	Damage:	%	Damage:	%	Damage:	%
Penetration:	%	Penetration:	%	Penetration:	%	Penetration:	%
Damage Resist:		Damage Resist:		Damage Resist:		Damage Resist:	
Weight Ratio:		Weight Ratio:		Weight Ratio:		Weight Ratio:	

Notes:

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