

Name Karl Goldstein
 Affiliation _____
 Age 25 Height 160 Weight _____

CLASSIC BATTLETECH RPG™

Character Record Sheet

ATTRIBUTES

Attribute	Value
Strength	6
Body	5
Dexterity	7 -1
Reflexes	5
Intelligence	5
Willpower	6
Charisma	5
Edge	5
Social Standing	5

Initiative (2D10+RFL) _____

COMBAT INFORMATION

Armor
 Type A: Stichtel AV (M/B/E/X) 2/3/3/1
 Type B: Schurweck AV (M/B/E/X) 1/1/1/1
 Type C: _____ AV (M/B/E/X) _____
 Type D: _____ AV (M/B/E/X) _____
 IR: _____ ECM: _____ CAMO: _____

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

MOVEMENT

Walking 11
 (RFL+STR)

Run/Evade/Disengage 20
 (RFL+STR+Running Skill Bonus+10)

Sprint 42
 (Run Meters x 2)

BASE COMBAT TARGET NUMBERS

Standing/Walking 5/10
 (INT or RFL, higher ATT)

Run/Evade/Sprinting/Disengage 10
 (INT+RFL)

Suprised 5/5
 (INT or RFL, lower ATT)

BATTLE ARMOR

Type _____
 Armor Value _____
 Coverage _____
 Melee AP _____
 Target Size Modifier _____
 Modified Movement
 Walking _____ Running _____ Sprinting _____
 Jump _____ Misc _____
 Modified Attributes
 Strength _____ Dexterity _____ Reflexes _____

EXPERIENCE POINTS: +95

WEAPONS

Name	AP•Dmg	Type	Range	Shots	Notes
<u>Zela</u>			<u>1/1/1</u>		
<u>Auto-Magnum</u>	<u>3•5W</u>		<u>5/20/50/100</u>	<u>8</u>	<u>+1 TN</u>
			<u>1/1/1</u>		
			<u>1/1/1</u>		
			<u>1/1/1</u>		
			<u>1/1/1</u>		
			<u>1/1/1</u>		

Ammo/Power Packs

Blinder Bist da Kissele
76 Schutz

TRAITS

Nachrichtliche Begabung Vorgemerkung Motor / Mech Pilot
Berufsdienst Prüfung
Eigene Verbindung III Wasserdicht
W. der Erde
E: Tolle Anrede
Totale Liebe + Feind Strenge lange Haare
Can. habte Mech Markt I Blauer Augen
" Voll Wurf

COMBAT SKILLS

Name	Bonus
Pilot Kadavranage	+0
Pistole	+7
Gewehre	+0
Überleben	+0
Kazene Soldat	+7
Navigations Boden	+2
Kampfgewalt Meliodas Hey	+7
E/IBIH	+7
E/IRIH	+2
E/ILIH	+2
Sensoren	+3
Pilot Mech	+5
Technik Mech	+2
Zero & Operation	+0

NON-COMBAT SKILLS

Name	Bonus
Wohnnehmung	+2
Sprache Englisch / Deutsch	0/+2
Verhandeln	+0
Schützen	+0
Tierkunde	+0
Reiten	+0
Steuerung	+0
Computer	+2
Rock n' Roll	+0
Senenkenntnis Steiner	+0
Schwarzmagie	+0
Exotik DXCH	+9
Exotische Kunde	+7
Kazene Tech	+1
Tech Kom	+7
II Elektro	+2
II Mechanik	+3
III Vision	+7
II Verbrennung	+2
II Radar	+0
II Support	+0
Erste Hilfe	+7
Protokoll Steiner	+2
Administration	+0

CONTACTS AND ENEMIES

West School	1
Heldentahl Comdant	11

EQUIPMENT AND GEAR

Spezialwaffe AP3 Blazer	4 Wenzler
Tulpat Aonak	7 Empfang
Reparatur Kit Elektro	2 Ferns für Ohr
Pack Ersatzteile	
Basisk Survival Kit	
Net Kit	4 Kam
Kaffe Maschine	4 Feinde
Tanning	1x Hazienda-mony
Auto Map + Magazin	
80 Schuss 64	
Kalbs	
Winter Kleidung	
Gutter PC	
Mustang 4x4	

VEHICLES

Military Vehicle

Civilian Vehicle

Type	Refueling Cost	Range	Speed	Notes

CHARACTER NOTES

1.0.3076 442

Expenses

1800 Handlich

600 9750 12250 150460