Name _____

Affiliation _____

Age _____ Height _____ Weight _____

CLASSIC BATTLETECH RPG™ Character Record Sheet

ATTRIBUTES

	Value
Strength	
Body	
Dexterity	
Reflexes	
Intelligence	
Willpower	
Charisma	
Edge	
Social Standing	

Initiative (2D10+RFL) _____

MOVEMENT

Walking _____
(RFL+STR)

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

Sprint _____
(Run Meters x 2)

BASE COMBAT TARGET NUMBERS

Standing/Walking _____
(INT or RFL, higher ATT)

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

Suprised _____
(INT or RLF, 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:

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) ___/___/___/___
IR: _____ ECM: _____ CAMO: _____

Fatigue

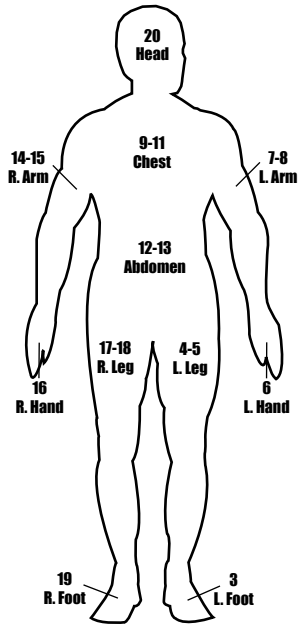
Fatigue≤ WIL ☐☐☐☐☐☐☐☐☐☐
+1 TN per Fatigue> WIL ☐☐☐☐☐☐☐☐☐☐■
Unconscious if Fatigue > (2 x WIL)

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

WEAPONS

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

Ammo/Power Packs

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

TRAITS

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

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COMBAT SKILLS

Name	Bonus

NON-COMBAT SKILLS

Name	Bonus

CONTACTS AND ENEMIES

EQUIPMENT AND GEAR

VEHICLES

Military Vehicle

Civilian Vehicle

Type	Refueling Cost	Range	Speed	Notes

CHARACTER NOTES

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