

Name Pete Argon Lieutenant

Player Greg

MECHWARRIOR®

Character Worksheet

THIRD EDITION

ATTRIBUTES

	Thresh-			Value/ Cost
	Min.	Hold	Max.	
Strength	6	9	5	
Body	6	9	5	
Dexterity	5	6	8	
Reflexes	7	9	7	
Intelligence	5	7	5	
Willpower	6	7	6	
Charisma	5	9	3	
23.3 Sommer Edge	5	6	4	
Social Standing	5	9	5	

TRAITS: FILL IN TRAITS AND POINT COSTS/VALUES

Mutig	Gute Verbindung 1
Gut Ausgerüstet 2	Gute Verbindung Tharkad 1
Reichtum 5	Gute Verbindung VCS 1
Ehrbar	Fahrzeug 6
Feind 2 (General v. Militärschule)	
Schwerhörig 2	

SKILLS: FILL IN SKILLS AND SKILL POINTS EARNED

Skill	Skill Points Accumulated	Skill Bonus	Points Remain
Wahrnehmung	6	+1	
Sprache Englisch	3	+1	
Sprache Deutsch	3	+1	
Verhandeln	2	0	
Schätzen	1	0	
Karriere/Elektronik	2	0	
Interesse Musik	2	0	
Pistole	3	+1	
Akademisch MI G.	2	0	
Computer/Operat.	1	+1	
Führung	4	+2	
Akademisch Lyr. G.	8	+2	
Protokoll Lyranisch	10	+2	
Akademisch SBVS	3	+1	
Interesse Alpinsport	1	0	
Strategie	7	+2	
Bürokratie Lyr	2	0	
Glücksspiel	1	0	
Basic Train			
Karriere Soldat	11	+2	
Gewehre	17	+3	
Kampfsport Mil	17	+3	
Erste Hilfe	16	+3	
AIT			
Taktik Mech	7	+3 (+2+1)	
Sensoren	6	+4 (+1+2+1)	
Gunnery Bul	7	+6 (+2+2+2)	
Gunnery Loser	4	+4 (+1+3)	
Gunnery Raketen	4	+1	
Special Train			
Klingenwaffen	3	+1	
Sprengstoff	3	+1	
Freier Fall	3	+1	
Heimlichkeit	3	+1	
MP's	3	+1	
Überleben	3	+1	
Spurensuche	3	+1	
Pilot Mech	7	+5 (+2+1)	
Navigation Boden		+1	
Jagen-Tier		+0	

LIFE PATHS AND EVENTS

Affiliation: Steiner

Early Childhood Age: 10

Path: Arbeiterklasse
Armeekind auf Stützpunkt

Late Childhood Age: 16

Path: Militärschule

Higher Education & Real Life

Path 3: Militärakademie Years: +1

Magdaria AIT +2

Special +2

Path 4: Tour of Duty Years: +2

Path 5: Tour of Duty Years: +2

Path 6: Tour of Duty Years: +2

Inner Sphere

Path 7: Years:

Path 8: Years:

STANDARD SKILL POINT TO SKILL BONUS

1	3	7	13	21	31	43	57	73	91	111
+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Total Skill Point Remainder: 127

Name _____
 Affiliation _____
 Age _____ Height _____ Weight _____



Character Record Sheet **THIRD EDITION**

ATTRIBUTES

	Value	Mod.	Max.
Strength	_____	_____	_____
Body	_____	_____	_____
Dexterity	_____	_____	_____
Reflexes	_____	_____	_____
Intelligence	_____	_____	_____
Willpower	_____	_____	_____
Charisma	_____	_____	_____
Edge	_____	_____	_____
Social Standing	_____	_____	_____

TRAITS

COMBAT INFORMATION

Armor

Type A: Elak AV (M/B/E/X) 1/5/1/3
 Type B: kampfschild AV (M/B/E/X) 2/3/3/1
 Type C: kampfhelm AV (M/B/E/X) 5/6/5/2
 Type D: _____ AV (M/B/E/X) / / /

Fatigue

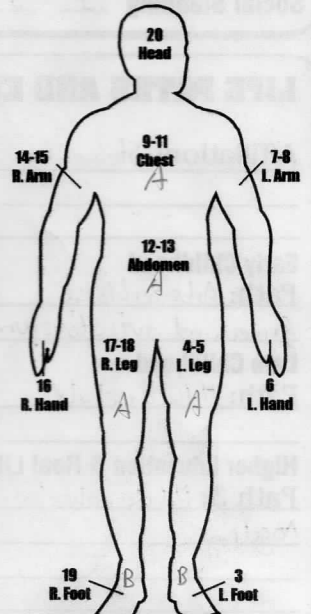
Fatigue WIL
 +1 TN per Fatigue > WIL
 Unconscious if Fatigue > (2 x WIL)

Wounds

Grazing Wounds (WV 1): X
 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	AP•Dmg	Type	Range	Shots	Notes
<u>Gruntner MP20</u>	<u>4/3W6</u>	<u>SMG</u>	<u>4/12/30/50</u>	<u>30</u>	
<u>Th. Sturmgew.</u>	<u>8/4W6</u>	<u>B</u>	<u>25/70/160/410</u>	<u>20</u>	<u>Burst 10/3</u>
<u>Elefantentoter</u>	<u>5/6W6</u>	<u>B</u>	<u>20/60/60/600</u>	<u>2</u>	<u>+2TN</u>
<u>kampfmesser</u>	<u>7/1W6</u>	<u>M</u>	<u> / / </u>		
			<u> / / </u>		

SKILLS

Name	Bonus

MISCELLANEOUS EQUIPMENT AND INFORMATION

Geld 5250
winterkleidung
Medkit 1

Movement (W/R/S): / / Experience Points: _____