Sgt Major Sarhead 8

Name Michael Beckthold

Affiliation Steiner

Age 30 Height 1,75 Weight 70

CLASSIC BATTLETECH RPG™ Character Record Sheet

ATTRIBUTES

	Value
Strength	4
Body	4
Dexterity	6
Reflexes	5
Intelligence	8
Willpower	6
Charisma	4
Edge	6
Social Standing	5

Initiative (2D10+RFL) 2,10 Hand cut

MOVEMENT

Walking 9
(RFL+STR)

Run/Evade/Disengage 19
(RFL+STR+Running Skill Bonus+10)

Sprint 38
(Run Meters x 2)

BASE COMBAT TARGET NUMBERS

Standing/Walking 8
(INT or RFL, higher ATT)

Run/Evade/Sprinting/Disengage 13
(INT+RFL)

Suprised 5
(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: 60

COMBAT INFORMATION

Armor

Type A:	Hack	AV (M/B/E/X)	1/5/7/3
Type B:	Stiefel	AV (M/B/E/X)	2/3/3/1
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

5 WV

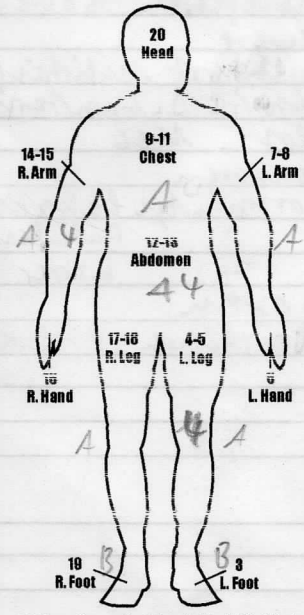
Grazing Wounds (WV 1):	11 6+3,10	
Minor Wounds (WV 2):	1 5,10	+1 TN ea.
Serious Wounds (WV 4):		+2 TN ea.
Critical Wounds (WV 8):		+3 TN ea.
Deadly Wounds (WV 16):		Knockout

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
1xTEK Laser Rifle	4/3D6	Rifle	80/275/550/1200	2	Toll ka-
1xPhaser Pistol	4/2D6	PIS	12/30/70/195	2	5'12 Bursts
			/ / /		
			/ / /		
			/ / /		
			/ / /		
			/ / /		
			/ / /		

Ammo/Power Packs

1 Silber Batterie HC

5 Magazin Batterie HC

TRAITS

Schnell lerner

Musik

Kontakt militär HH

Gift gegen Donegal

Karate

Nachtsicht

Feind (1) Mad Piet

Gute Steiner Söldner Einheit

Nahkampf Geschütze

Taktik Mec

Rang SgT Major

Gute Verbindung (2)

Steinerraum

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COMBAT SKILLS

Name	Bonus
Waffenkunde	+3
Strategie	+2
Taktik Mec	+5
Führen	+2
Karriere Soldat	+2
Erste Hilfe	+3
Navigieren Boden	+2
Gewehr	+2
Kampfort Militär (Fortsetzung Sonderschlag)	+2
Taktik Infanterie	+3
Pilot Mec	+4
Sensoren	+4
Bordschütze ballistisch Humanoid	+2
" Raketen "	+2
" Laser "	+3
Boxen	+0
Waffenloses Pistole	+0

NON-COMBAT SKILLS

Name	Bonus
English	+2
Deutsch	+2
Verhandeln	+2
Organisieren	+2
Gassenwissen Steinar	+1
Computer	+3
Interesse Spiel	+0
" Wintersport	+0
Akademisch Biologie	+0
" Steinar	+2
Bürokratie vereinigte Sonnen	+1
" hivanisch	+0
Protokoll "	+2
Schätzen	+0
Akademisch Physik	+0
" Militärgeschichte	+2
Militär Wissenschaftler	+2
Kryptographie	+2
Entschlüsseln	+2
Klettern	+1
Heimlichkeit	+2
Spurensuchen	+1
Akademisch SBVS Geschichte	+1
Aufklärung	+2

CONTACTS AND ENEMIES

Kontakt: Militär Adel
Bei den Domizil Lords

Feind: Mec Pilot
Anti Steinar Söldner Einheit

EQUIPMENT AND GEAR

Waffenhaltung
Netzteil (12)
Hackenbauprogramm-1

VEHICLES

Military Vehicle

Civilian Vehicle

Type	Refueling Cost	Range	Speed	Notes
Hovercar	+ 70%			Seeüberquerung

CHARACTER NOTES

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20 Karte 500 gahlen

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