ENTROPIC GAMING SYSTEM

player . . . . . .

character . . . . . .

race . . . . . .

age . . . . . ht . . . . . wt . . . . . gender . . . . . .

homeland . . . . . languages . . . . . .

concept . . . . . family . . . . . .

background . . . . . .

ABILITIES & ATTRIBUTES

Charisma		Defense	
Dexterity		Initiative	
Intelligence		Speed	
Perception		XP	
Psyche		Spent	
Spirit		Rank	
Strength			
Vitality			

QUALITIES

SKILLS

HEALTH TRACK

Maximum

Wounded

Injured

ARMOR TRACK

HERO POINTS

AMMO

5 10 15 20 25 30 35

CONDITIONS

COMBAT ACTION TRACKER

1	2	3	Bonus

Fatigue -2 -4 -6 Unconscious

WEAPONS

Weapon	Range	DMG	ROF	Shots	ENC	Notes

EQUIPMENT

Equipment	ENC

MONEY, WEALTH & POSSESSIONS

CONTACTS, FRIENDS & ENEMIES

ARMOR

Head: _____

Torso: _____

Arms: _____

Legs: _____

Special: _____

Total Encumbrance: _____

Encumbrance Limit: _____

Encumbrance Penalty: _____

CAMPAIGN NOTES

TALENTS

Attribute _____ ____

Skill _____ ____

WEIRD POINTS

Talents	Difficulty	Notes