Name _____

Affiliation _____

Age _____ Height _____ Weight _____

MECHWARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

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

SKILLS

Name	Bonus

TRAITS

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) ___/___/___/___

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.

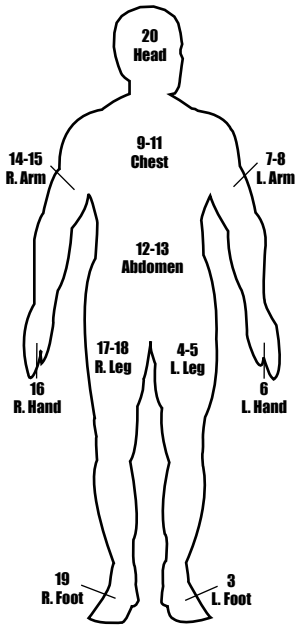
Deadly Wounds (WV 16): _____ Knockout

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

MISCELLANEOUS EQUIPMENT AND INFORMATION

Movement (W/R/S): ___/___/___

Experience Points: _____

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Name _____

Player _____

MECHWARRIOR®

Character Worksheet THIRD EDITION

ATTRIBUTES

	Min.	Thresh-Hold	Max.	Value/ Cost
Strength	___	___	___	_____
Body	___	___	___	_____
Dexterity	___	___	___	_____
Reflexes	___	___	___	_____
Intelligence	___	___	___	_____
Willpower	___	___	___	_____
Charisma	___	___	___	_____
Edge	___	___	___	_____
Social Standing	___	___	___	_____

LIFE PATHS AND EVENTS

Affiliation: _____

Early Childhood Age: 10
Path: _____

Late Childhood Age: 16
Path: _____

Higher Education & Real Life
Path 3: _____ Years: _____

Path 4: _____ Years: _____

Path 5: _____ Years: _____

Path 6: _____ Years: _____

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

TRAITS: FILL IN TRAITS AND POINT COSTS/VALUES

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

SKILLS: FILL IN SKILLS AND SKILL POINTS EARNED

Skill	Skill Points Accumulated	Skill Bonus	Points Remain

Total Skill Point Remainder: _____

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