

**P** LAYER'S NAME:

**C** HARACTER'S NAME:

**E** NCOUNTER AT:

**T**ELLINGS **C**OMBAT **R**ECORD **S**HEET

COMBAT SEGMENT											
	0	1	2	3	4	5	6	7	8	9	10
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

**W**EAPON VALUES & INFORMATION

WEAPON NAME	TYPE	BASE INIT:			BASE STR DAMAGE:				BASE AS:			BASE DS:			DEFEND SHIELD LEVEL BONUS:			+SPELL +BLESS:		MISSILE	
		WEAP EASE	EASE LEVEL	TOTAL EASE	WEAP DAMG	DAM LEVEL	WEAP MAGIC	+SPELL +BLESS	TOTAL DAMG	+AS LENGTH	+AS LEVEL	WEAP MAGIC	+SPELL +BLESS	TOTAL AS	+DS LENGTH	+DS LEVEL	WEAP MAGIC	+SPELL +BLESS	2ND WEAPON	TOTAL DS	
PRIMARY		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		
SECONDARY		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		
		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		
		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		
		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		
		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		
		-	=		+	+	+	=	+	+	+	=	+	+	+	+	+	+	=		

**A**RMOR CHART & HIT LOCATIONS

LOCATION	TP	-TO HIT	CUT	PRC	IMP	ABLATIVE POINTS
HEAD	(1/4 con)	-5				○○○○○○○○○○□
F. TORSO	(1/2 con)	-0				○○○○○○○○○○□
B. TORSO	(1/2 con)	-0				○○○○○○○○○○□
L. ARM	(1/3 con)	-0				○○○○○○○○○○□
R. ARM	(1/3 con)	-0				○○○○○○○○○○□
VITALS	(1/4 con)	-5				○○○○○○○○○○□
L. LEG	(1/2 con)	-0				○○○○○○○○○○□
R. LEG	(1/2 con)	-0				○○○○○○○○○○□
SPECIAL	(1/8 con)	-10				Mark appropriate primary location.

**B**ODYPTS:

TRAUMA \_\_\_\_\_

**E**NDPTS:

ACTIVE \_\_\_\_\_  
PASSIVE \_\_\_\_\_

**P**AYER%:

SYMBOL \_\_\_\_\_  
POWER \_\_\_\_\_

SHIELD ABLATIVE POINTS: ○○○○○○○○○□○○○○○○○○□

