

P LAYER'S NAME:

C HARACTER'S NAME:

E NCOUNTER AT:

TELLINGS **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											

WEAPON VALUES & INFORMATION

	BASE INIT:	BASE STR DAMAGE:	BASE AS:	+SPELL +BLESS FULL AS:	BASE DS:	DEFEND SHIELD LEVEL BONUS:	+SPELL +BLESS MISSILE DS:													
WEAPON NAME	TYPE	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		-	=		+	+	+	=		+	+	+	=		+	+	+	+	=	
		-	=		+	+	+	=		+	+	+	=		+	+	+	+	=	
		-	=		+	+	+	=		+	+	+	=		+	+	+	+	=	
		-	=		+	+	+	=		+	+	+	=		+	+	+	+	=	
		-	=		+	+	+	=		+	+	+	=		+	+	+	+	=	
		-	=		+	+	+	=		+	+	+	=		+	+	+	+	=	

ARMOR 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.

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

BODYPTS:

TRAUMA _____

ENDPTS:

ACTIVE _____
PASSIVE _____

SPELL%

TALENT _____
FORMS/SCHOOLS _____

MANA RESERVOIR:
ITEM ENDPTS CURRENT

