S.T.A.L.K.E.R. Atomik Fuzion

Armor Table	
Head (7)	
Face (7)	
Chest (9-10) x1	
Shoulder (8,13) x1	
Arm (5,16) x.5	
Vitals (11, 12) x1.5	
Hand (4,17) x.5	
Thigh (14) x1	
Leg (6,15) x.5	
Foot (3,18) x.5	

Character _____

Player _____

OP:	
CP:	

Characteristics	
Move	
Strength	
Constitution	
Body	
Reflex	
Dexterity	
Technique	
Intelligence	
Presence	
Will	

Hits (Body x5)	
Stun (Body x5)	
Luck (Int + Ref)	
Ammo	

Derived Characteristics		
Stun Defense	[Con x2]	
Recovery	[Str+Con]	
Resistance	[Will x3]	
Run	[Move x2]	
Sprint	[Move x3]	
Combat Defense	[Evade+Dex+10]	

Talents and Perks	Level	Cost

Skills		Level	Total
Athletics	(Dex)		
Concentration	(Will)		
Education	(Int)		
Evasion	(Dex)		
Hand to Hand	(Ref)		
Local Expert: [ ]	(Int)		
Perception	(Int)		
Persuasion	(Pre)		
Teaching	(Pre)		

Attacks	TAB	ROF	Range	Damage
Punch		1/0/0/0	-	SD
Kick		1/0/0/0	-	SD
Haymaker		1/0/0/0	-	SD
Clothesline (1/3 to self)		1/0/0/0	-	SD
Ram (1/2 to self)		1/0/0/0	-	SD
Sweep		1/0/0/0	-	1DC SD
Chokehold		1/0/0/0	-	2DC KD

Gear	Cost

Age	Lifepath

Powers and Abilities	Cost

Complications	Freq	Int	Imp	Value

Campaign Notes