

Other Persona: \_\_\_\_\_ P-TRAIT: \_\_\_\_\_

Weapon: \_\_\_\_\_ BAC: \_\_\_\_\_ # of Attacks: \_\_\_\_\_

Damage Dice: \_\_\_\_\_ Damage Modifier: + \_\_\_\_\_ Weapon Durability: \_\_\_\_\_  
PM/PN Spd: \_\_\_\_\_ - Speed Factor \_\_\_\_\_ - Armor Factor: \_\_\_\_\_ = Base Initiative: \_\_\_\_\_

Armor: \_\_\_\_\_

	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem.</i>	<i>Stun</i>	<i>Elec.</i>
U							
S							
V							
N							

Other: \_\_\_\_\_

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Weapon: \_\_\_\_\_ BAC: \_\_\_\_\_ # of Attacks: \_\_\_\_\_

Damage Dice: \_\_\_\_\_ Damage Modifier: + \_\_\_\_\_ Weapon Durability: \_\_\_\_\_  
PM/PN Spd: \_\_\_\_\_ - Speed Factor \_\_\_\_\_ - Armor Factor: \_\_\_\_\_ = Base Initiative: \_\_\_\_\_

Armor: \_\_\_\_\_

	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem.</i>	<i>Stun</i>	<i>Elec.</i>
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Damage Dice: \_\_\_\_\_ Damage Modifier: + \_\_\_\_\_ Weapon Durability: \_\_\_\_\_  
PM/PN Spd: \_\_\_\_\_ - Speed Factor \_\_\_\_\_ - Armor Factor: \_\_\_\_\_ = Base Initiative: \_\_\_\_\_

Armor: \_\_\_\_\_

	<i>Pierce</i>	<i>Cut</i>	<i>Blunt</i>	<i>Fire</i>	<i>Chem.</i>	<i>Stun</i>	<i>Elec.</i>
U							
S							
V							
N							

Other: \_\_\_\_\_

\_\_\_\_\_