

# FIRE TEAM

Character Sheet | v0.6

Playtest Draft - Not for Distribution

## IDENTITY

Name <input type="text"/>		Player <input type="text"/>	
Role (CSR) <input type="text"/>	Era Title <input type="text"/>	Rank (1-9) <input type="text"/>	Campaign / Setting <input type="text"/>

## STATS AND SKILLS

Mobility (MOB) <input type="text"/>	Athletics (MOB)	Stealth (MOB)	Perception (AWR)
Awareness (AWR) <input type="text"/>	Tactics (AWR)	Willpower (RES)	Fieldcraft (RES)
Resilience (RES) <input type="text"/>			

Movement Speed (m/turn) = 30 + (MOB x 5)

Start with 1 trained skill; +1 at rank 4 and rank 7.

## PERKS

Rank 2	<input type="text"/>	used
Rank 5	<input type="text"/>	used
Rank 8	<input type="text"/>	used

## PROFICIENCIES

- |                  |                |                 |
|------------------|----------------|-----------------|
| Standard weapon  | Compact weapon | Support weapon  |
| Precision weapon | Thrown weapon  | Launched weapon |
| Melee weapon     | Sidearm        | Special weapon  |

Proficient with Standard weapon by default; mark additional role proficiencies.

## WOUNDS

Head	Helmet
Torso	Armor
L Arm	R Arm
L Leg	R Leg

Death at cumulative 5 wounds; torso/head can kill sooner.

## EQUIPMENT

## WEAPONS

Primary	<input type="text"/>	Range	<input type="text"/>
Attachments	<input type="text"/>		
Secondary	<input type="text"/>	Range	<input type="text"/>
Attachments	<input type="text"/>		

Reloads tracked at reload level (typ. 3-6).

## NOTES