

Adeptus Evangelion

CHARACTER RECORD SHEET

File Photo:

Player Name

Character Name

Background

Nationality

Career

Rank

Gender: Age

Height: Weight Build

Skin: Hair Eyes

Weekly Training

Training	Number of successes

FATE POINTS

Total:

Current:

WOUNDS

Total:

Current:

CRITICAL DAMAGE

FATIGUE

Max FATIGUE = TB

GEAR / INVENTORY

Item	Weight

EXPERIENCE

Available	Spent
Advancements Taken:	

MOVEMENT, LIFTING & CARRYING

Half	Full	Charge	Run
Base Leap (SB x 1m)		Base Jump (SB x 20cm)	
Carry	Lift	Push	

RANGED WEAPONS

Point blank + 30 BS 1/2 Range + 10 BS 1/2 - 2X Range Normal 2x-3x Range - 10 BS 3x-4x Range -30 BS

Name	Range	Class
Damage	Pen	RoF
Special	Clip	Rld
Weight		

Name	Range	Class
Damage	Pen	RoF
Special	Clip	Rld
Weight		

Name	Range	Class
Damage	Pen	RoF
Special	Clip	Rld
Weight		

Name	Range	Class
Damage	Pen	RoF
Special	Clip	Rld
Weight		

MEELE WEAPONS

Name	Class
Damage	Pen
Special	Weight

Name	Class
Damage	Pen
Special	Weight

Name	Class
Damage	Pen
Special	Weight

Name	Class
Damage	Pen
Special	Weight

ARMOR

Type	Weight
Head	R.Arm
L.Arm	Body
R.Leg	L.Leg
1-10	11-20
21-30	31-40
41-50	51-60
61-70	71-80
81-90	91-100

BASIC SKILLS

[illegible]

Insanity

Insanity Points	Degree
Disorders	

TALENTS

[illegible]

AT POWERS

[illegible]

Ego Barrier

Ego Barrier Remaining:	%
Field Strength	








































Instabilities

[illegible]

Coherency Disruptions

--

ADVANCED SKILLS

<i>Skill Name</i>	<i>() Trnd</i>	<i>+10</i>	<i>+20</i>
			
			
			
			
			
			
			
			
			
			
			
			
			

TRAITS

Assets

Drawbacks

Attack Actions

- Charge
- Standard Attack
- Multiple Attacks
- All-out Attack
- Guarded Attack
- Defensive Stance
- Feint
- Grapple
- Knock-down
- Stun

Move Actions

Full	Move
Half	Maneuver
Full	Disengage
Full	Run
Full	Tactical Advance
Full	Stand / Mount
Half	Other Actions
Full	
Half	
Full	
Full	Aim
Full	Dodge or Parry

Combat Modifiers

H / F	Aim (H / F)	+10/20
Half	Semi/Full Auto	+10/10 BS
Full	Called Shot	-10 WS/B
Full	Surprise Attack	+30 BS/W
Full	Shoot into Melee	-10 BS
Half	Darkness	-10 WS/J
	Ganging Up	+10/10 WS
	High Ground	+10 WS
H / F	Fatigued/Shock	-10 ALL
Recoil	Difficult Terrain	-10/10 WS

Ballistic Actions

Semi-Auto Burst	1
Full-Auto Burst	1
Overwatch	V
Suppressing Fire	1

Other Actions

Full	Aim
Half	Dodge or Parry
Full	Delay
Full	Focus Power
Full	Jump / Leap
Full	Ready
Vary	Reload
Full	Use a Skill
Full	Use a Fate Point

Use a Fate Point to...

Vary	
Full	Add a degree of success to a test.
Half	Reroll any one test.
Vary	Roll 1d for initiative.
Vary	Recover 1d3 non-critical wounds.
Free	Recover from being stunned.