## BAPTISM OF FIRE: WORLD WAR II ROLEPLAY

## **CHARACTER VITAL STATISTICS**

| VALOR  VALOR  ORES  OUND TRACKING  HEAD  TORSO  ARM  RIGHT A |
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| OUND TRACKING HEAD TORSO RIGHT A                             |
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GRENADE COUNT

## BAPTISM OF FIRE: WORLD WAR II ROLEPLAY

CHARACTER SHEET - SIDE 2

| SKILLS                               |              |           |              |   |      | S - EQUIPMENT |   |                            |                  |                  |
|--------------------------------------|--------------|-----------|--------------|---|------|---------------|---|----------------------------|------------------|------------------|
|                                      | SCORE        | RANKS     | Bonus        |   | Misc | CLASS         | ) | ITEM                       |                  | WEIGHT           |
| BALANCE                              |              | =         |              | + |      |               |   | İTEM                       |                  | WEIGHT<br>(LBS.) |
| BLUFF                                | - :          | = - 4     | СНА          | + |      |               |   |                            |                  |                  |
| Сымв                                 | =            | = 4       | STR          | + |      |               |   |                            |                  |                  |
| Code Breaking                        | =            | =         | <b>H</b> INT | + |      |               |   |                            |                  |                  |
| CONCEAL ITEM                         | =            |           |              | + |      |               |   |                            |                  |                  |
| CONCEAL WEAPON                       | =            | 1 1 -     |              | + |      |               |   |                            |                  |                  |
| Construction                         | =            | =         | INT          | + |      |               |   |                            |                  |                  |
| NEGOTIATION                          | =            |           |              | + |      |               |   |                            |                  |                  |
| DISARM EXPLOSIVES                    | =            |           |              | + |      |               |   |                            |                  |                  |
| Disguise                             | =            |           |              | + |      |               |   |                            |                  |                  |
| DRIVE TRACKED VEHICLE                | =            |           |              | + |      |               |   |                            |                  |                  |
| DRIVE WHEELED VEHICLE                | =            | 1 1 -     |              | + |      |               |   |                            |                  |                  |
| ENEMY RECOGNITION                    | =            |           |              | + |      |               |   |                            |                  |                  |
| FIRE ARTILLERY                       | =            |           |              | + |      |               |   |                            |                  |                  |
| FIRST AID                            | =            |           |              | + |      |               |   |                            |                  |                  |
| FORWARD OBSERVER                     | =            | =    +    | <b>H</b> Int | + |      |               |   |                            |                  |                  |
| GATHER INFORMATION                   | =            |           |              | + |      |               |   |                            |                  |                  |
| HANDLE ANIMAL                        | =            | =         | Н Сна        | + |      |               |   |                            |                  |                  |
| HEAVY WEAPONS MAINTENANCE            | =            | =         | lnt          | + |      |               |   |                            |                  |                  |
| HIDE                                 | =            |           |              | + |      |               |   |                            |                  |                  |
| Intimidation                         | =            | =         | СНА          | + |      |               |   |                            |                  |                  |
| COUNTRY LORE (COUNTRY)               | =            | =         | - INT        | + |      |               |   |                            |                  |                  |
| Coun try Lore (Country)              | =            | =         | INT          | + |      |               |   |                            |                  |                  |
| Coun try Lore (Country)              | =            | =         | INT          | + |      |               |   |                            |                  |                  |
| Coun try Lore (Country)              | =            | =         | lnt          | + |      |               |   |                            |                  |                  |
| Lay Mines                            | =            | =         | <b>P</b> DEX | + |      |               |   |                            |                  |                  |
| LEADERSHIP                           | =            | =         | <b>Н</b> Сна | + |      |               |   |                            |                  |                  |
| LISTEN                               | =            | =         | ALR          | + |      |               |   |                            |                  |                  |
| Make Alcohol                         | =            | =   4     | lnt          | + |      |               |   |                            |                  |                  |
| MILITARY PROTOCOL                    | =            | =         | СНА          | + |      |               |   |                            |                  |                  |
| Move Silently                        | =            | =   -     | DEX          | + |      | 1             |   |                            |                  |                  |
| Navigate                             | =            | =   -   - | INT          | + |      |               |   |                            |                  |                  |
| PICK LOCK                            | =            | =   -   4 | DEX          | + |      |               |   |                            |                  |                  |
| PREPARE DEFENSIVE POSITION           | =            | =   -     | INT          | + |      | 1             |   |                            |                  |                  |
| RIDE HORSE                           | =            | =   -   - | DEX          | + |      | 1             |   |                            |                  |                  |
| SEARCH                               | =            | =   -   4 | ALR          | + |      |               |   |                            |                  |                  |
| Sense Motive                         | =            | =   -   4 | <b>A</b> LR  | + |      |               |   |                            |                  |                  |
| SET/DISABLE TRAP                     | =            | =   -   4 | INT          | + |      |               |   |                            |                  |                  |
| SET CHARGES                          | =            | =   -   4 | INT          | + |      |               |   |                            |                  |                  |
| SMALL ARMS MAINTENANCE               | =            |           |              | + |      | 1             |   |                            |                  |                  |
| Spot                                 | =            |           |              | + |      | 1             |   |                            |                  |                  |
| Surgery                              | =            | =         |              | + |      | 1             |   |                            |                  |                  |
| SURVEILLENCE                         | =            | =   -  -  |              | + |      | ┪             |   |                            |                  |                  |
| SURVIVAL                             | =            |           |              | + |      | ╫             |   |                            |                  |                  |
| SWIM                                 | =            |           |              | + |      | +             |   |                            |                  |                  |
| TREAT DISEASE                        | =            |           |              | + |      | $\parallel$   |   |                            |                  |                  |
| TREAT WOUNDS                         | =            |           |              | + |      | ╫             |   |                            |                  |                  |
| VEHICLE MAINTENANCE                  | =            |           |              | + |      | 1             |   | Total Welcut of All Follow | MENE AND MEADONS |                  |
|                                      | =            |           |              | + |      | -             |   | TOTAL WEIGHT OF ALL EQUIP  | MENT AND WEAPONS |                  |
|                                      | =            |           |              | + |      | ╢             |   |                            |                  |                  |
|                                      | =            |           |              | + |      | ┨             |   | MEDITE                     | & FLAWS          |                  |
|                                      |              |           |              | + |      | ┨             |   | MERITS                     | GT LAWS          |                  |
|                                      |              |           |              | + |      | ╫             |   | Merit                      | DESCRIPTION      |                  |
| SKILLS LISTED IN <b>BOLDFACE</b> CAN |              |           | 1.           | T |      |               |   | IVIERII                    | DESCRIPTION      |                  |
| SKILLS LISTED IN BOLDFACE CAN        | DE USED (    | JNIRAINED |              |   |      |               |   |                            |                  |                  |
|                                      | CKGR<br>CARE | OUND      |              |   |      |               |   |                            |                  |                  |
|                                      | CARL         |           |              |   |      |               |   | FLAW                       | DESCRIPTION      |                  |
|                                      |              |           |              |   |      |               |   |                            |                  |                  |