


# Adeptus Evangelion

## CHARACTER RECORD SHEET

File Photo: 

Player Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

Background: \_\_\_\_\_

Nationality: \_\_\_\_\_


Career: \_\_\_\_\_


Rank: \_\_\_\_\_


Gender: \_\_\_\_\_ Age: \_\_\_\_\_


Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Build: \_\_\_\_\_


Skin: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_


 WS


 BS


 Str


 T


 Ag

 Int

 Per

 WP

 Fel

 SR

### GEAR / INVENTORY

Item	Weight

### RANGED WEAPONS

Name	Range			Class	
	Point blank + 30 BS	1/2 Range + 10 BS	1/2 - 2X Range Normal	2x-3x Range - 10 BS	3x-4x Range -30 BS
Damage	Pen	RoF	Clip	Rld	
Special	Weight				

Name	Range			Class	
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Damage	Pen	RoF	Clip	Rld	
Special	Weight				

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Damage	Pen	RoF	Clip	Rld	
Special	Weight				

### MELLE 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	

### MOVEMENT, LIFTING & CARRYING

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

### EXPERIENCE

Available: \_\_\_\_\_ Spent: \_\_\_\_\_

### FATE POINTS

Total:

Current:

### WOUNDS

Total:

Current:

### CRITICAL DAMAGE

### FATIGUE

Max FATIGUE = TB

### ARMOR

Type	Weight				
Head	R.Arm	L.Arm	Body	R.Leg	L.Leg
1-10	11-20	21-30	31-70	71-85	86-100

### BASIC SKILLS

Skill Name	( )	Trad	+10	+20
Awareness	(Per)	⊕	⊕	⊕
Barter	(Fcl)	⊕	⊕	⊕
Carouse	(T)	⊕	⊕	⊕
Charm	(Fcl)	⊕	⊕	⊕
Climb	(S)	⊕	⊕	⊕
Command	(Fcl)	⊕	⊕	⊕
Concealment	(Ag)	⊕	⊕	⊕
Contortionist	(Ag)	⊕	⊕	⊕
Deceive	(Fcl)	⊕	⊕	⊕
Disguise	(Fcl)	⊕	⊕	⊕
Dodge	(Ag)	⊕	⊕	⊕
Evaluate	(Int)	⊕	⊕	⊕
Gamble	(Int)	⊕	⊕	⊕
Inquiry	(Fcl)	⊕	⊕	⊕
Intimidate	(S)	⊕	⊕	⊕
Logic	(Int)	⊕	⊕	⊕
Scrutiny	(Per)	⊕	⊕	⊕
Search	(Per)	⊕	⊕	⊕
Silent Move	(Ag)	⊕	⊕	⊕
Swim	(S)	⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕

### Insanity

Insanity Points	Degree
Disorders	

### TALENTS


### AT POWERS


### Ego Barrier

Ego Barrier Remaining:	%
Field Strength	

### Instabilities


### Coherency Disruptions


### ADVANCED SKILLS

Skill Name	( )	Trad	+10	+20
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕

### TRAITS


### Assets


### Drawbacks


#### Attack Actions

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

#### Ballistic Actions

Semi-Auto Burst	Full
Full-Auto Burst	Full
Overwatch	Vary
Suppressing Fire	Full

#### Move Actions

Move	H / F
Maneuver	Half
Disengage	Full
Run	Full
Tactical Advance	Full
Stand / Mount	Half

#### Other Actions

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

#### Combat Modifiers

Aim (H / F)	-10 / 20
Semi/Full Auto	+10 / 20 BS
Called Shot	-10 WS / BS
Surprise Attack	+10 BS / WS
Shoot into Melee	-10 BS
Darkness	-10 WS / 1/8 BS
Gangling Up	+10 / 20 WS
High Ground	+10 WS
Fatigued/Shock	-10 ALL
Difficult Terrain	-10 / 20 WS*

Use a Fate Point to...

- Add a degree of success to a test
- Roll any one test
- Roll 10 for initiative
- Recover 1d3 non-critical wounds
- Recover from being stunned.