WARBIRDS CHARACTER SHEET

CHARACTER INFO

Character Name: _____
Callsign: _____
Player Name: _____
Nationality: _____
Squadron: _____
Background: _____
Appearance/Mannerisms: _____
_____
_____
_____

STATS

Body: ☐ Fame: ☐
Mind: ☐ Fame Points: ☐
Spirit: ☐ Reserve: ☐

Stat Points: ☐

SECONDARY STATS

Defence: ☐ 3+Body+Athletics
Resist: ☐ Spirit+Armour
Health: ☐ 3+Body+Spirit

HEALTH TRACK

0	-1	-1	-2	-2	-3	-3	-3	-3	-3

SKILLS

Skill	Level	Stat	XP

PERSONAL WEAPONS

Weapon	Attack	Damage
Fist	1d6+	Lead+0
	1d6+	Lead+
	1d6+	Lead+

ADVANTAGES

_____
_____
_____
_____
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DISADVANTAGES

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GEAR AND NOTES

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_____
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_____

WARBIRD SHEET

PILOT ABILITIES

Situational Awareness: ☐
Body+Mind+Spirit

Skill	Level	XP
Piloting		
Strafing		
Gunnery		
Ordinance		

FIGHTER STATS

Performance	
Armour	
Structure	

PRIMARY ARMAMENT

Type:		
Accuracy:	**Damage:**	**AP:**
	Lead+	

Ammo:

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

HEAVY WEAPONS

Type:		
Accuracy:	**Damage:**	**AP:**
	Lead+	

Ammo:

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

NOSE ART

TOTAL RATINGS

Dogfighting: 1d6+ ☐ Performance+Piloting+SA+Traits

Strafing: 1d6+ ☐ Performance+Strafing+SA+Traits

Gunnery: 1d6+ ☐ Gunnery+SA+Accuracy+Traits

Ordinance: 1d6+ ☐ Ordinance+SA+Accuracy+Traits

DEFENCE

Break: ☐ Performance+Piloting+SA

Shoot: ☐ Break Defence-2

Escape: ☐ Break Defence+2

Stunt: 1d6+ ☐ Piloting+SA+Traits

*Only apply trait bonuses to Break, Shoot, and Escape Defence after completeing all of the calculations above.

STRUCTURE TRACK

0	0												

WARBIRD TRAITS

Name	Effects