

# Halo Character Record Sheet

## Basic Info

Character Name \_\_\_\_\_  
 Player Name \_\_\_\_\_  
 Level \_\_\_\_\_  
 Race \_\_\_\_\_  
 Gender \_\_\_\_\_  
 Experience \_\_\_\_\_  
 Background/Subrace \_\_\_\_\_  
 Banked Characteristic Points \_\_\_\_\_

### Ability Scores

Strength \_\_\_\_\_  
 Instinct \_\_\_\_\_  
 Agility \_\_\_\_\_  
 Fortitude \_\_\_\_\_  
 Intelligence \_\_\_\_\_  
 Willpower \_\_\_\_\_

### Statistics

Defense \_\_\_\_\_  
 Toughness \_\_\_\_\_  
 Resolve \_\_\_\_\_  
 Morale Bonus \_\_\_\_\_  
 Speed \_\_\_\_\_  
 Shift Speed \_\_\_\_\_

Hit Points \_\_\_\_\_/\_\_\_\_\_  
 Energy Shields \_\_\_\_\_/\_\_\_\_\_  
 Damage Threshold \_\_\_\_\_  
 Healing Threshold \_\_\_\_\_/\_\_\_\_\_  
 Initiative \_\_\_\_\_  
 Damage Resistance \_\_\_\_\_  
 Morale Level \_\_\_\_\_

Spartan Focus \_\_\_\_\_ Temporary Hit Points \_\_\_\_\_ Other Effects \_\_\_\_\_

**-Weapon**    -Accuracy    -Damage    -Attack Speed/Strikes    -Ammunition    -Range    -Special Traits  
 \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

**-Weapon**    -Accuracy    -Damage    -Attack Speed/Strikes    -Ammunition    -Range    -Special Traits  
 \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

**-Weapon**    -Accuracy    -Damage    -Attack Speed/Strikes    -Ammunition    -Range    -Special Traits  
 \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

**-Weapon**    -Accuracy    -Damage    -Attack Speed/Strikes    -Ammunition    -Range    -Special Traits  
 \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_    \_\_\_\_\_

### -Crippling Wound Points

Ability Score Purchases: \_\_\_\_\_ Skill Purchases: \_\_\_\_\_ Talent Purchases: \_\_\_\_\_

Mobility (1-4): ○ ○ ○ ○ ○ -1 move speed, athletics, acrobatics, stealth and pilot      Vital (13-16): ○ ○ ○ ○ ○ -1 damage resistance and regen

Action (5-8): ○ ○ ○ ○ ○ -1 attacks and checks that involve physical interaction      Critical (17-20): ○ ○ ○ ○ ○ -1 defense, skills, and attacks

Core (9-12): ○ ○ ○ ○ ○ -1 healing threshold

Skill	Skill Focus Bonus	Ranks	Ability Bonus	Miscellaneous Modifiers	Total Bonus
Acrobatics	_____	_____	_____	_____	_____
Athletics	_____	_____	_____	_____	_____
Computers	_____	_____	_____	_____	_____
Defensive Training	_____	_____	Prowess Skill	_____	_____
Durability	_____	_____	Prowess Skill	_____	_____
Endurance	_____	_____	_____	_____	_____
Influence	_____	_____	_____	_____	_____
Leadership	_____	_____	_____	_____	_____
Lore	_____	_____	_____	_____	_____
Medicine	_____	_____	_____	_____	_____
Melee	_____	_____	Prowess Skill	_____	_____
Mental Training	_____	_____	Prowess Skill	_____	_____
Perception	_____	_____	_____	_____	_____
Pilot	_____	_____	_____	_____	_____
Ranged	_____	_____	Prowess Skill	_____	_____
Science	_____	_____	_____	_____	_____
Stealth	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____
Tactics	_____	_____	_____	_____	_____

**Specializations:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Talents:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Command Call-Downs**

Command Points: \_\_\_\_/\_\_\_\_ Tactical Clearance Level: \_\_\_\_\_ Artillery Strike Accuracy: \_\_\_\_\_

**Squadrons**

Squad Points: \_\_\_\_\_ Max Squad Members: \_\_\_\_\_  
Squad Defense: \_\_\_\_\_ Squad Toughness: \_\_\_\_\_ Squad Resolve: \_\_\_\_\_

**Squad Member 1:** \_\_\_\_\_ Life: \_\_\_\_\_ Damage Resistance: \_\_\_\_\_ Damage Threshold: \_\_\_\_\_

<b>-Weapon</b>	-Accuracy	-Damage	-Attack Speed/Strikes	-Ammunition	-Range	-Special Traits
_____	_____	_____	_____	_____	_____	_____

**Squad Member 2:** \_\_\_\_\_ Life: \_\_\_\_\_ Damage Resistance: \_\_\_\_\_ Damage Threshold: \_\_\_\_\_

<b>-Weapon</b>	-Accuracy	-Damage	-Attack Speed/Strikes	-Ammunition	-Range	-Special Traits
_____	_____	_____	_____	_____	_____	_____

**Squad Member 3:** \_\_\_\_\_ Life: \_\_\_\_\_ Damage Resistance: \_\_\_\_\_ Damage Threshold: \_\_\_\_\_

<b>-Weapon</b>	-Accuracy	-Damage	-Attack Speed/Strikes	-Ammunition	-Range	-Special Traits
_____	_____	_____	_____	_____	_____	_____

**Squad Member 4:** \_\_\_\_\_ Life: \_\_\_\_\_ Damage Resistance: \_\_\_\_\_ Damage Threshold: \_\_\_\_\_

<b>-Weapon</b>	-Accuracy	-Damage	-Attack Speed/Strikes	-Ammunition	-Range	-Special Traits
_____	_____	_____	_____	_____	_____	_____

**Squad Member 5:** \_\_\_\_\_ Life: \_\_\_\_\_ Damage Resistance: \_\_\_\_\_ Damage Threshold: \_\_\_\_\_

<b>-Weapon</b>	-Accuracy	-Damage	-Attack Speed/Strikes	-Ammunition	-Range	-Special Traits
_____	_____	_____	_____	_____	_____	_____

**Vehicle 1 Statistics**      **Vehicle:** \_\_\_\_\_

Hit Points \_\_\_\_\_/\_\_\_\_\_

Defense \_\_\_\_\_      Damage Resistance \_\_\_\_\_

Toughness \_\_\_\_\_      Damage Threshold \_\_\_\_\_

Move Speed/ Shift Speed \_\_\_\_\_/\_\_\_\_\_

Acceleration Rating/ Maximum Speed \_\_\_\_\_/\_\_\_\_\_

Energy Shields \_\_\_\_\_/\_\_\_\_\_

**Vehicle 2 Statistics**      **Vehicle:** \_\_\_\_\_

Hit Points \_\_\_\_\_/\_\_\_\_\_

Defense \_\_\_\_\_      Damage Resistance \_\_\_\_\_

Toughness \_\_\_\_\_      Damage Threshold \_\_\_\_\_

Move Speed/ Shift Speed \_\_\_\_\_/\_\_\_\_\_

Acceleration Rating/ Maximum Speed \_\_\_\_\_/\_\_\_\_\_

Energy Shields \_\_\_\_\_/\_\_\_\_\_

**-Vehicle 1 Weapon 1**      **-Vehicle 1 Weapon 2**

Accuracy \_\_\_\_\_      Accuracy \_\_\_\_\_

Damage \_\_\_\_\_      Damage \_\_\_\_\_

Attack Speed \_\_\_\_\_      Attack Speed \_\_\_\_\_

Ammunition \_\_\_\_\_      Ammunition \_\_\_\_\_

Range \_\_\_\_\_      Range \_\_\_\_\_

Special Traits \_\_\_\_\_      Special Traits \_\_\_\_\_

\_\_\_\_\_      \_\_\_\_\_

**-Vehicle 2 Weapon 1**      **-Vehicle 2 Weapon 2**

Accuracy \_\_\_\_\_      Accuracy \_\_\_\_\_

Damage \_\_\_\_\_      Damage \_\_\_\_\_

Attack Speed \_\_\_\_\_      Attack Speed \_\_\_\_\_

Ammunition \_\_\_\_\_      Ammunition \_\_\_\_\_

Range \_\_\_\_\_      Range \_\_\_\_\_

Special Traits \_\_\_\_\_      Special Traits \_\_\_\_\_

\_\_\_\_\_      \_\_\_\_\_

**Containers and Carried Items**      **Personal Credits:** \_\_\_\_\_      **Requisition Credits:** \_\_\_\_\_

Backpack (\_\_\_\_ Slots): \_\_\_\_\_

Equipment Belt 1 (\_\_\_\_ Slots): \_\_\_\_\_

Equipment Belt 2 (\_\_\_\_ Slots): \_\_\_\_\_

Equipment Belt 3 (\_\_\_\_ Slots): \_\_\_\_\_

Carrying Case (\_\_\_\_ Slots): \_\_\_\_\_

Readied Weapons, Armor, Other: \_\_\_\_\_

**Special Traits and Abilities:** \_\_\_\_\_

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**Other Notes:** \_\_\_\_\_

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