

# MYFAROG Combat Sheet

Injury level	Skills	Bleedings	Fright mod	Initiative
0 Scratched <input type="checkbox"/>		Light Bleeding _____	_____	Weapon 1: +0
1 Light injury <input type="checkbox"/> -1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 injury level every hour	_____	Weapon 2: _____
2 Medium injury <input type="checkbox"/> -2		Medium Bleeding _____	_____	Weapon 3: _____
3 Serious injury <input type="checkbox"/> -4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 injury level every 15 minutes	<b>Morale</b>	Weapon 4: _____
4 Severe injury <input type="checkbox"/> -8		Serious Bleeding _____	_____	Weapon 5: _____
5 Incapacitation <input type="checkbox"/> -16		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 injury level every minute	_____	Weapon 6: _____
6 Fatal injury <input type="checkbox"/>			_____	Weapon 7: _____

OV Mêlée	DV Mêlée
Skill mod: _____	Skill mod: _____
Encumbrance mod: _____	Encumbrance mod: +10
Injury mod: _____	Shield mod: _____
Fatigue mod: _____	Encumbrance mod: _____
Size mod for MÊ: _____	Injury mod: _____
Carries a shield: <input type="checkbox"/> +1	Size mod for MÊ: _____
_____	Fatigue mod: _____
_____	Dodging: _____

<sup>1</sup>Proficiency / 2 for Weapon used. See Equipment Sheet.

OV Missile	DV Missile
Skill mod: _____	Skill mod: n/a
Encumbrance mod: _____	Encumbrance mod: +10
Injury mod: _____	Shield mod: _____
Fatigue mod: _____	Size mod for MI: _____
Helmet mod: _____	Dodging: _____

<sup>1</sup>Proficiency / 2 for Weapon used. See Equipment Sheet.

Condition	SP	Skills	Wil	Spent SP
Tired <input type="checkbox"/>	*1	-1	DD 5	
Exhausted <input type="checkbox"/>	*2	-4	DD 9	
Unconscious <input type="checkbox"/>	*3			
Dead <input type="checkbox"/>	*4	<b>SP</b>		

Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Total AV: \_\_\_\_\_ + Physical Toughness: \_\_\_\_\_ = TAV: \_\_\_\_\_

Weapon 1: +0
Weapon 2: _____
Weapon 3: _____
Weapon 4: _____
Weapon 5: _____
Weapon 6: _____
Weapon 7: _____
Dex: _____
Aggressive: <input type="checkbox"/> +1
Good
Reflexes: <input type="checkbox"/> +1
Missile
Weapon: +4
Other: _____

Resistance	
Con:	+ _____
R-mod:	+ _____
	+ _____

Disease	
Con:	+ _____
R-mod:	+ _____
Size (MÊ):	+ _____
	+ _____

Poison	
	= _____

Toughness	
	3
R-mod:	+ _____
	+ _____

Cold	
	3
R-mod:	+ _____
	+ _____

Electri-city	
	3
R-mod:	+ _____
	+ _____

Heat	
	3
R-mod:	+ _____
	+ _____

Size (MÊ):	+ _____
Con:	+ _____
	+ _____

Physical	= _____
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