

RECON CHARACTER SHEET

Player Name:

Character Name:

SERVICE TRAINING RECORD

Weapons and Combat Training

SKILLS - Weapons	base effectiveness
Assault Rifle	
1. M-16	
2.	
3.	
Pistol	
1.	
2.	
Submachinegun	
1.	
2.	
Bolt-Action Rifle	
1.	
2.	
Semi-Automatic Rifle	
1.	
2.	
Shotgun	
1.	
Grenade Launcher	
1.	

SKILLS - Heavy Weapons	base effectiveness

Hand to Hand Combat	base effectiveness
Bayonet	
Garrote	
Knife Fighting	
Knife Throwing	
Unarmed Combat	

Non-Weapon Skills

SKILLS - MOS Speciality	base effectiveness

SKILLS - General Skills	base effectiveness
Climbing	