

Day 91 Expanded

Character Name: _____ Height _____ Weight _____ Max Carry Weight: _____ Total Weight: _____

Level _____ Total Experience: _____ Job Pips _____ Skill Pips _____ M/F Eyes _____ Hair Color: _____

Age: _____ Jobs _____ Specialty Jobs _____ Initiative: _____ Movements _____ Infection Rate: _____

Over Critical Dice: _____ Zombie Kills: _____ Bleed Points: _____

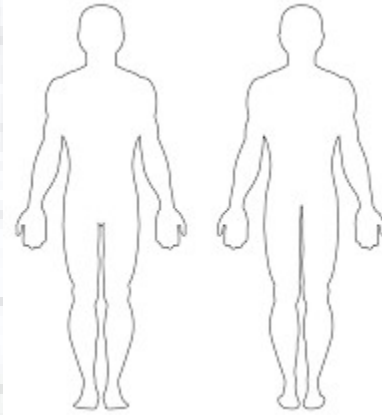
Primary	Attributes	Points	Mod	Abilities	Hit Points	Defense	DEX + AGI x 5	Total
	STRength				100			
	AGIity				Current Hit Points	Attack (Melee)	STR + AGI - Sway	
	INTElligence					Attack (Ranged)	STR + DEX - Sway	
	PERception				Background Bonus	Awareness	INT + PER	
	STAMina					Craft	INT + DEX	
	DEXterity					First Aid	INT + DEX	
	PReSense					Intimidation	INT + PRS	
*Add 1/2 your character level (rounded up) to your rolls. _____						Persuasion	PER + PRS	
						Scavenge	DEX + PER	
						Stealth	AGI + INT	

Skills	Ranks	Bonus	Job Skills	Ranks	Bonus	Main Weapon	Damage	Attack
Animal Handling	/5							
Crafting	/5					Range	Ammo	Cap
Driving	/5							
Firearms	/5					Off Hand Weapon/Shield	Damage	Attack
Melee	/5							
Ranged	/5					Range	Ammo	Cap
Science	/5							
Speechcraft	/5					Thrown Weapon	Damage	Attack
Stealth	/5							
Survival	/5					Range	Ammo	Cap
Trained Off-Hand	/2							

Armor Equipped	Armor	Drawn	Bite Resist	Lasting Effects	Madness
Head					10 <input type="checkbox"/>
Arm Inner					9 <input type="checkbox"/>
Arm Outer					8 <input type="checkbox"/>
L. Hand					7 <input type="checkbox"/>
R. Hand					6 <input type="checkbox"/>
Chest Inner					5 <input type="checkbox"/>
Chest Outer					4 <input type="checkbox"/>
Legs Inner					3 <input type="checkbox"/>
Legs Outer					2 <input type="checkbox"/>
Feet					1 <input type="checkbox"/>

Character Background

Injuries



Character Description