

Day 91

Job: Community Support Specialty Job: \_\_\_\_\_ Character Name: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ M / F Eyes: \_\_\_\_\_

Hair Color: \_\_\_\_\_ Age: \_\_\_\_\_ Max Carry Weight: \_\_\_\_\_ Total Weight: \_\_\_\_\_ Level: \_\_\_\_\_ Total Experience: \_\_\_\_\_ Zombie Kills: \_\_\_\_\_

Job Pips: \_\_\_\_\_ Skill Pips: \_\_\_\_\_ Initiative: \_\_\_\_\_ Movement: \_\_\_\_\_ Jags: \_\_\_\_\_ Sprints: \_\_\_\_\_ Actions: \_\_\_\_\_ Infection Rate: \_\_\_\_\_

Over Critical Dice: \_\_\_\_\_ Bleed Points: \_\_\_\_\_ Inspiration

Primary	Attributes	Points	Mod	Abilities	Hit Points	Defense	DEX + AGI x 5	Swim Check	
	STRength				100	Damage Resistance	Equal to Stamina Modifier (Stamina 5 add Attribute Points)		Total
	AGIity				Current Hit Points	Attack (Melee)	STR mod + AGI mod + 1/2 lvl + Melee bonus		
✓	INTelligence					Attack (Ranged)	STR mod + DEX mod + 1/2 lvl + Ranged/Firearms bonus		/
✓	PERception				Background Bonus	Awareness	INT mod + PER mod + 1/2 lvl + Survival bonus		
	STAMInia					Craft	INT mod + DEX mod + 1/2 lvl + Crafting bonus		
	DEXterity					First Aid	INT mod + DEX mod + 1/2 lvl + Survival bonus		
✓	PReSence					Intimidation	INT mod + PRS mod + 1/2 lvl + Speech bonus		
*Add 1/2 your character level (rounded up) to your rolls.						Persuasion	PER mod + PRS mod + 1/2 lvl + Speech bonus		
						Scavenge	DEX mod + PER mod + 1/2 lvl + Survival bonus		
						Stealth	AGI mod + INT mod + 1/2 lvl + Stealth bonus		

Skills	Ranks	Bonus	Job Skills	Ranks	Bonus	PG. #	Main Weapon	Damage	Attack
Animal Handling	/5		Absolution	/1		28			
Crafting	/5		Build Forge	/1		28	Range	Ammo	Cap
Driving	/5		Build Workbench	/1		28			
Firearms	/5		Craft Gunpowder	/1		28	Off Hand Weapon/Shield	Damage	Attack
Melee	/5		Do As I Do	/5		28			
Ranged	/5		I Can Read People	/5		28	Range	Ammo	Cap
Science	/5		Inspiration	/5		29			
Speachcraft	/5		Modify Firearm	/1		29	Thrown Weapon	Damage	Attack
Stealth	/5		Organization	/5		29			
Survival	/5		Reload Ammo	/1		29	Range	Ammo	Cap
Trained Off-Hand	/2		Repair Armor	/5		29			
			Sighting Scopes	/1		29			
			Weapon Sharpening	/3		29			
			Weapon Weighting	/3		29			

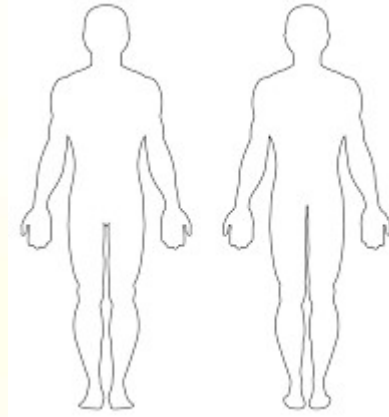
Armor Equipped	Armor	Drown	Bite Resist	Lasting Effects	Madness
Head					10 <input type="checkbox"/>
Arm Inner					9 <input type="checkbox"/>
Arm Outer					8 <input type="checkbox"/>
L. Hand					7 <input type="checkbox"/>
R. Hand					6 <input type="checkbox"/>
Chest Inner					5 <input type="checkbox"/>
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*