D	ay	91

Jobs <u>Communit</u>	<u>'y Support</u> Sp	ecialty Jobs	Character	r Name:	Height: _	Weight:	_M/F Eyes:
Hair Color:	Age:	_ Max Carry Weigh	t: Tota	al Weight:	_Level:	_Total Experience:	Zombie Kills:
Job Pipse	_Skill Pips:		Movements	Jog:		Actions:	_ Infection Rate:

Over Critical Dice: _____ Bleed Points: ____ Inspiration []

Primary	Attributes	Points	Mod	Abilities	Hit Points	Defense	DEX+AGIX5	Swim Check	
	STRength				100	Damage Resistance	e Equal to Stamina Modifie	r (Stamina 5 add Attribute Poi	nts) Total
- 2.5	AGElity	_			Current Hit Points	Attack (Melee)	STR mod + AGI mod	1+1/2/vl+Melee bonus	
~	INTelligence					Attack (Ranged)	STR mod + DEX mod + 1/	2.11 +Ranged/Firearms bon	us /
~	PERception				Background Bonus	Awareness	INT mod + PER mod + 1/2 /v/ + Survival bonus		2015
1	STAMinia		-			Craft	INT mod + DEX mod	+ 1/2/1/ + Crafting bonus	
	DEXterity				1.13 7	📕 First Aid	INT mod + DEX mod	+1/2/11 + Survival bonus	
~	PReSence					Intimidation	INT mod + PRS mod	+1/2/1/+Speach bonus	
4	*Add 1/2 your ch	aracter le	evel (rou	nded up) ti	o your rolls.	Persuasion	PER mod + PRS mod	+1/2/1/+Speach bonus	
						Scavenge	DEX mod + PER mod .	+1/2/vl+Survival bonus	
			_			Stealth	AGI mod + INT mod	+1/2/11 + Stealth bonus	

Skills	Ranks	Bonus	Job Skills	Ranks	Bonus	PG.#	Main Weapon	Damage	Attack
Animal Handling	15		Absolution	/ 1		28			
Crafting	15		Build Forge	/ 1		28	Range	Ammo	Cap
Driving	15		Build Workbench	/ 1		28			
Firearms	15		Craft Gunpowder	/ 1		28	Off Hand Weapon/Shield	Damage	Attack
Melee	15		Do As I Do	15		28			
Ranged	15		I Can Read People	15		28	Range	Ammo	Cap
Science	15	197	Inspiration	15		29			
Speachcraft	15	1.0	Modify Firearm	/1		29	Thrown Weapon	Damage	Attack
Steatth	15	1.0	Organization	15		29			
Survival	15	- 1996	Reload Ammo	/ 1		29	Range	Ammo	Cap
Trained Off-Hand	12	5 . E.	Repair Armor	15	2	29			
SELT DESCRIPTION			Sighting Scopes	/ 1		29			
			Weapon Sharpening	/3		29			
			Weapon Weighting	/3		29			

Armor Equipped	Armor	Drown	Bite Resist	Lasting Effects	Madness
Head:					10 []
Arm Iner		1-15-			9[]
Arme Outer			. A		8[]
L. Hand:					70
R. Hand:					60
Chest Imer:	· · · ·				5 []
Chest Outer:					4 []
Legs Iner:					3 []
Legs Inter: Legs Outer:					20
Feet					1 🖸

Animal Handling Specialty Skills	Ranks	Bonus	Driving Speciality Skills	Ranks	Bonus	Firearms Speciality Skills	Ranks	Bonus
Cart Driving	15		Drifting	15		Change Weapons		
Mounted Combat (Melee)	15		Driving Awareness	15		Pistols	15	
Mounted Combat (Ranged)	/5		High Speed Driving	15		Rifles	15	
Riding	15		High Speed Maneuvering	15		Sharpshooter (Pistob)		
Melee Speciality Skills	Ranks	Bonus	Riding	15		Sharpshooter (Rifles)		
Bladed Weapons	15		Ranged Speciality Skills	Ranks	Bonus	Shotguns	15	
Blunt Weapons	15		Bows	/5		Weapon Familiarity (Firearms)		
Change Weapons			Change Weapon			Science Specialty Skills	Ranks	Bonus
Fearless	15		Crossbows	15		Botany	15	
Improvised Weapons	15		Heavy Crossbows			Chemistry	15	1.24
Knowledge: Weapon Sharpening		-	Thrown	15		Know: Craft Basic Explosives		
Parry			Weapon Familiarity (Ranged)			Knowledge: Craft Bio Diesel		
Sword and Board			Stealth Speciality Skills	Ranks	Bonus	Know: Craft Mod Explosives		
Weapon Familiarity (Melee)			Camouflage	15		Survival Speciality Skills	Ranks	Bonus
Speachcraft Speciality Skills	Ranks	Bonus	Cover Your Tracks			Armor Familiarity (Light)	15	-
Barter	15		Hide	15		Armor Familiarity (Medium)	15	
Deception	15		Impostor			Armor Familiarity (Heavy)	15	
Intimidation	15		Incognito			Build Campfire	105	
Persuasion	15		Sleight of Hand	15		Build Traps (Basic)	15	
Trained-off hand Speciality Skills	Ranks	Bonus	Sneak	15	1	Craft Shelter		Lef L
Ambidextrous			Homebrew	Ranks	Bonus	Craft Wooden Shield	15	
Dual Wielding						Distillation		
Job Speciality Skills	Ranks	Bonus	2010/07/08			Fire Starter	15	
1)						Navigation	15	
2						Purify (Fresh Water)	-	
3)						Purify (Salt Water)		
4)						Skinning	15	
5)	1241					Homebrew	Ranks	Bonus
6)								
7)							-	1.20
8)		1.00						

Vehicle Name	Fuel Consumption		Name Fuel Consumption		tal Fuel	Movement	Number of Seat	s	Weight	
			/				/			
			Vehic	le Storage						
Item Name	Weight	Quantity	Total Weigh	t Weapon	Weight	Range	Damage	Cal		
				1						
	4			_				<u>k</u>		
	1									

Backpack Type:					Carry Weight: /							
Item Name	Weight	Quantity	Total W	leight	Item Name	Weight	Quantity	Total W	eight			
						- S						
				_								
					- 19 M - 19 M				121			
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Weapon	Weight	Range	Damage	Cal.	Weapon	Weight	Range	Damage	Cal.			
	12008	·										
			1									
			1									
1.20												
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