



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

Total Weights: _____ Level: _____ Total Experience: _____ Job Pips: _____

Skill Pips: _____ M/F Eyes: _____ Hair Color: _____ Age: _____ Jobs: Medical

Specialty Jobs: _____ Initiative: _____ Movements: _____ Jogs: _____ Sprints: _____

Actions: _____ Infection Rate: _____ Over Critical Dice: _____ Zombie Kills: _____

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		Always Ready	/1		30			
Crafting	/5		Bedside Manner	/5		30	Range	Ammo	Cap
Driving	/5		Chemistry Station	/1		30			
Firearms	/5		Diagnosis	/5		31	Off Hand Weapon/Shield	Damage	Attack
Melee	/5		First Aid	/5		31			
Ranged	/5		Sterilization	/5		31	Range	Ammo	Cap
Science	/5		Tourniquet (Teachable)	/1		31			
Speechcraft	/5		Treatment	/1		31	Thrown Weapon	Damage	Attack
Stealth	/5								
Survival	/5						Range	Ammo	Cap
Trained Off-Hand	/2								

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"/>

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Character Background

Character Description