

General Traits				
Character Name:	Heights	Weights	Max Carry Weights	Total Weights
Total Experience:	Level	Job Pips	Skill Pips	Job Security
Specialty Jobs	Initiatives	Movements	Jog	Sprints
Actions	Inflection Rate:	Over Critical Dice:	Zombie Kills	Inspiration <input type="checkbox"/>

Physical Traits									
<input type="checkbox"/> Male / <input type="checkbox"/> Female			Age:		Eyes:		Hair Color:		Bleed Points:
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		
	STAMina					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		

Mental Traits						Personal Weapons			
Skills	Ranks	Bonus	Job Skills	Ranks	Bonus	PG. #	Main Weapon	Damage	Attack
Animal Handling	/5		Assemble Trap	/1		32			
Crafting	/5		Gunpowder	/1		32	Range	Ammo	Cap
Driving	/5		Interrogation	/5		32			
Firearms	/5		Modify Firearm	/1		32	Off Hand Weapon/Shield	Damage	Attack
Melee	/5		My Space	/5		32			
Ranged	/5		Out of the Ordinary	/1		32	Range	Ammo	Cap
Science	/5		Professionally Maintained	/1		32			
Speechcraft	/5		Quick Draw (Melee)	/1		32	Thrown Weapon	Damage	Attack
Stealth	/5		Quick Draw (Firearms)	/1		32			
Survival	/5		Reload Ammo	/1		32	Range	Ammo	Cap
Trained Off-Hand	/2		Sighting Scopes	/1		32			
			Situational Awareness	/1		32			

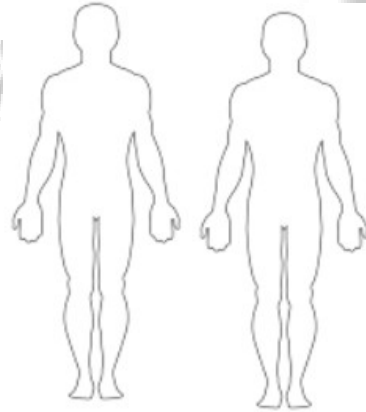
Equipment					
Armor Equipped	Armor	Drawn	Bite Resist	Lasting Effects	Madness
Head					10 <input type="checkbox"/>
Arm Inner					9 <input type="checkbox"/>
Arm Outer					8 <input type="checkbox"/>
L. Hand					7 <input type="checkbox"/>
R. Hand					6 <input type="checkbox"/>
Chest Inner					5 <input type="checkbox"/>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

Additional Information

Character Background

Injuries

Colony



Character Description

Protection

Group