

Day 91

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

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

Age: _____ Job _____ Specialty Job _____ Initiative: _____ Movement _____ Jog _____ Sprint _____

Action: _____ Infection Rate: _____ Over Critical Dice: _____ Zombie Kills _____ Bleed Points _____

Primary	Attributes	Points	Mod	Abilities	Hit Points	Defense	DEX + AGI x 5	Total
	STRength				100			
	AGIility				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	
	PReSense					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	

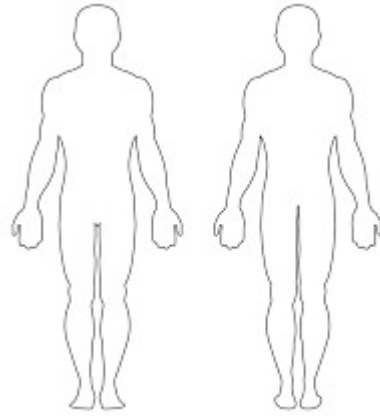
Skills	Ranks	Bonus	Job Skills	Ranks	Bonus	Main Weapon	Damage	Attack
Animal Handling	/5							
Crafting	/5					Range	Ammo	Cap
Driving	/5							
Firearms	/5					Off Hand Weapon/Shield	Damage	Attack
Melee	/5							
Ranged	/5					Range	Ammo	Cap
Science	/5							
Speachcraft	/5					Thrown Weapon	Damage	Attack
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"/>

Tactical Equipment	Magazine Pouches	Total Pistol Magazines	Total Rifle Magazines	Total Shotgun Magazines
Tactical Vest				
Tactical Belt				

Character Background

Injuries



Character Description