Day 91

| Character | Name: | Heights | Weight: | Max Carry Weight: | Tota | d Weight: | |
|-----------|-------------------|----------------|-----------------------|-------------------|--------|-------------|---|
| Level | Total Experience: | Job Pips: _ | Skill Pips : _ | M / F Eyes: | Hair C | color: | |
| Age: | _Job: | Specialty Jobs | Iritative: _ | Movements | Jog: | Sprint: | _ |
| Actions | Talastan Ratas | Over Critical | D'an Zand | in Killer Bland P | ainte | Taninatan M | |

| Primary | Attributes | Points | Mod | Abilities | Hit Points | Defense | DEX + AGI x 5 | Swim Check | |
|---------|------------------|-------------|-----------|-------------|--------------------|-------------------|-----------------------------|------------------------------------|-------|
| | STRength | | | | 100 | Damage Resistance | e Equal to Stamina Modifier | r (Stamina 5 add Attribute Points) | Total |
| | AGI lity | | | | Current Hit Points | Attack (Melee) | STR mod + AGI mod | 1+1/2/vl+Melee bonus | |
| | INTelligence | | | | | Attack (Ranged) | STR mod + DEX mod + 1/ | 2 lvl +Ranged/Firearms bonus | / |
| | PERception | | | | Background Bonus | Awareness | | +1/2/vl+Survival bonus | |
| | STAMinia | | | | | Crast | INT mod + DEX mod + | +1/2/1/1 + Crafting bonus | |
| | DEXterity | | | | | First Aid | INT mod + DEX mod | +1/2/vl + Survival bonus | |
| | PReSence | | | | | Intimidation | INT mod + PRS mod | +1/2/1/+Speach bonus | |
| | *Add 1/2 your ch | varacter la | evel brow | inded up) t | o your rolls. | Persuasion | PBR mod + PRS mod | +1/2/l/l+Speach bonus | |
| | | | | | | Scavenge | DEX mod + PBR mod + | +1/2/11 + Survival bonus | |
| | | | | | | Stealth | | +1/2 lvl + Stealth bonus | |

| Skills | Ranks | Bonus | Jd Skills | Ranks | Bonus | Main Weapon | Damage | Attack |
|------------------|-------|-------|-----------|-------|-------|------------------------|--------|--------|
| Animal Handling | 15 | | | | | | | |
| Crafting | 15 | | | | | Range | Ammo | Cap |
| Driving | 15 | | | | | | | |
| Firearms | 15 | | | | | Off Hand Weapon/Shield | Damage | Attack |
| Melee | 15 | | | | | | _ | |
| Ranged | 15 | | | | | Range | Ammo | Cap |
| Science | 15 | | | | | | | |
| Speachcraft | 15 | | | | | Thrown Weapon | Damage | Attack |
| Stealth | 15 | | | | | | | |
| Survival | 15 | | | | | Range | Ammo | Cap |
| Trained Off-Hand | /2 | | | | | | | |

| Armor Equipped | Armor | Drown | Bite Resist | Lasting Effects | Madness |
|---------------------------|-------|-------|-------------|-----------------|---------|
| Head: | | | | | 10 [] |
| Arm Inver | | | | | 9 🛛 |
| Arms Outer | | | | | 8 [] |
| L. Hard: | | | | | 7 [] |
| R. Hand: | | | | | 6 [] |
| Chest Imer: | | | | | 5 [] |
| Chest Outer: | | | | | 4 [] |
| | | | | | 3 [] |
| Legs Iver: Legs Outer: | | | | | 2 [] |
| Feet | | | | | 1 🗇 |

| Tactical Equipment | Magazine Pouches | Total Pistol Magizines | Total Rifle Magazines | Total Shotgun Magazines |
|--------------------|------------------|------------------------|-----------------------|-------------------------|
| Tactical Vest | | | | |
| Tactical Belt | | | | |

| 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) | 15 | | High Speed Driving | 15 | | Rifles | 15 | |
| Riding | 15 | | High Speed Maneuvering | 15 | | Sharpshooter (Pistols) | | |
| Melee Speciality Skills | Ranks | Bonus | Riding | 15 | | Sharpshooter (Rifles) | | |
| Bladed Weapons | 15 | | Ranged Speciality Skills | Ranks | Bonus | Shotguns | 15 | |
| Blunt Weapons | 15 | | Bows | 15 | | Weapon Familiarity (Firearms) | | |
| Change Weapons | | | Change Weapon | | | Science Specialty Skills | Ranks | Bonus |
| Fearless | 15 | | Crassbows | 15 | | Botany | /5 | |
| Improvised Weapons | 15 | | Heavy Crossbows | | | Chemistry | 15 | |
| 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 | | |
| Persuasion | 15 | | Sleight of Hand | 15 | | Build Traps (Basic) | 15 | |
| Trained-off hand Speciality Skills | Ranks | Bonus | Sneak | 15 | | Craft Shelter | | |
| Ambidextrous | | | Homebrew | Ranks | Bonus | Craft Wooden Shield | 15 | |
| Dual Wielding | | | | | | Distillation | | |
| Job Speciality Skills | Ranks | Bonus | | | | Fire Starter | 15 | |
| 1) | | | | | | Navigation | 15 | |
| 2) | | | | | | Purify (Fresh Water) | | |
| 3) | | | | | | Purify (Salt Water) | | |
| 4) | | | | | | Skinning | 15 | |
| 5) | | | | | | Homebrew | Ranks | Bonu |
| 6) | | | | | | | | |
| 7) | | | | | | | | |
| 8) | | | | | | | | |

| Fuel Consu | mption To | otal Fuel | Movement | Number of Seat | s | Weight | |
|------------|-----------|-------------|--------------|-----------------|-----------------|-----------------|-----------------|
| | | / | | | | / | |
| | | Vehi | icle Storage | | | | |
| Weight | Quantity | Total Weigh | nt Weapon | Weight | Range | Damage | Cal. |
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| | | | Veh | Vehicle Storage | Vehicle Storage | Vehicle Storage | Vehicle Storage |

| ckpack Type: | | | | | Carry Weight: / | | | | | | |
|--------------|--------|----------|---------|------|-----------------|--------|----------|---------|------|--|--|
| Item Name | Weight | Quantity | Total W | | Item Name | Weight | Quantity | Total W | eigh | | |
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| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C. | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C. | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C. | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | Ca | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |
| Weapon | Weight | Range | Damage | Cal. | Weapon | Weight | Range | Damage | C | | |

| Character Background | Injuries |
|----------------------|-----------------------|
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| | Character Description |
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