

Day 91 Standard

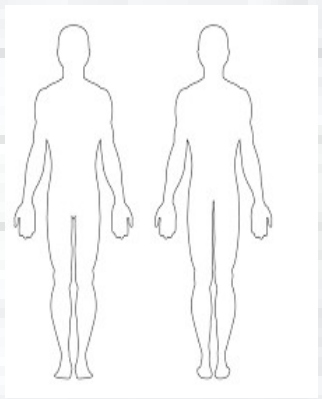
Character Name: _____ Height: _____ Weight: _____ Max Carry Weight: _____ Total Weight: _____

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

Age: _____ Job: _____ Specialty Job: _____ Initiative: _____ Movement: _____ Infection Rate: _____

Over Critical Dice: _____ Zombie Kills: _____ Bleed Points: _____

Injuries



Attributes	Points	Mod	Abilities	Hit Points	Defense	DEX + AGI x 5	Total
STRength				100			
AGIility				Current Hit Points	Attack (Melee)	STR + AGI - Sway	
INTElligence					Attack (Ranged)	STR + DEX - Sway	
PERception				Background Bonus	Awareness	INT + PER	
STAMina					Craft	INT + DEX	
DEXterity					First Aid	INT + DEX	
PReSense					Intimidation	INT + PRS	
*Add 1/2 your character level (rounded up) to your rolls.					Persuasion	PER + PRS	
					Scavenge	DEX + PER	
					Stealth	AGI + INT	

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							
Speechcraft	/5					Thrown Weapon	Damage	Attack
Stealth	/5							
Survival	/5					Range	Ammo	Cap
Trained Off-Hand	/2							

Armor Equipped	Armor	Drawn	Bite Resist	Character Background	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"/>

