

Day 91

Character Name: \_\_\_\_\_ Heights \_\_\_\_\_ Weights \_\_\_\_\_ Max Carry Weights \_\_\_\_\_ Total Weights \_\_\_\_\_ Level \_\_\_\_\_ Total Experience: \_\_\_\_\_

M / F Eyes \_\_\_\_\_ Hair Color: \_\_\_\_\_ Age: \_\_\_\_\_ Initiative: \_\_\_\_\_ Movements \_\_\_\_\_ Jog \_\_\_\_\_ Sprints \_\_\_\_\_ Over Critical Dice: \_\_\_\_\_ Inspiration

Jobs Hunter Specialty Jobs \_\_\_\_\_ Job Pips: \_\_\_\_\_ Skill Pips: \_\_\_\_\_ Actions: \_\_\_\_\_ Infection Rates: \_\_\_\_\_ Zombie Kills: \_\_\_\_\_ 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
✓	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	PG. #	Main Weapon	Damage	Attack
Animal Handling	/5		Bow Tuning	/1		29			
Crafting	/5		Build Traps (Basic)	/5		29	Range	Ammo	Cap
Driving	/5		Build Traps (Advanced)	/5		30			
Firearms	/5		Harvest Animal	/1		30	Off Hand Weapon/Shield	Damage	Attack
Melee	/5		Herbology	/1		30			
Ranged	/5		Hide and Seek Champion	/5		30	Range	Ammo	Cap
Science	/5		It's in My Bones	/1		30			
Speachcraft	/5		Silence Is My Friend	/5		30	Thrown Weapon	Damage	Attack
Stealth	/5		Silent and Deadly	/5		30			
Survival	/5		Tracking	/5		30	Range	Ammo	Cap
Trained Off-Hand	/2		Traps	/5		30			

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"/>

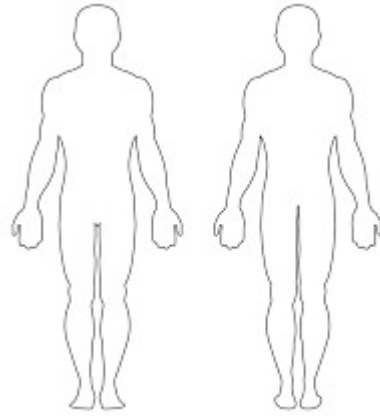
Tactical Equipment	Magazine Pouches	Total Pistol Magazines	Total Rifle Magazines	Total Shotgun Magazines
Tactical Vest				
Tactical Belt				





*Character Background*

*Injuries*



*Character Description*