

CHARACTER SHEET

CHARACTER _____ PLAYER _____

CHARACTER & INVENTORY

7'0"		TOUGHNESS	15	☐
6'8"		DEFENSE TOTAL		
6'6"		DESPERATION		
6'4"		BODY COUNT	_____	
6'2"				
6'0"				
5'8"				
5'6"				
5'4"				
5'2"				

INCIDENT REPORT

TDS: _____ MDS: _____ CASUALTIES: _____

PRIMARY

SECONDARY

BACKPACK _____ CAPACITY _____

1.		/
2.		/
3.		/
4.		/
5.		/
6.		/
7.		/
8.		/

TOTE _____ CAPACITY _____

1.		/
2.		/
3.		/
4.		/
5.		/

WITS

1.
2.
3.
4.
5.
6.
7.
8.

STATS & CONDITIONS

FORCE	☐	☐	SMARTS	☐	☐
NIMBLE	☐	☐	JUDGMENT	☐	☐
SPEED	☐	☐	ATTENTION	☐	☐
RESILIENCE	☐	☐			

HUNGER

☐
☐

INFECTION

☐
☐

THIRST

☐

FATIGUE

☐

TRACKING

WEAPONS

1.		2.	
STAT	B / C	STAT	B / C
	/		/

+WB

☐☐
☐☐
☐☐
☐☐

+STAT

ATTACK

DMG

+WB

☐☐
☐☐
☐☐
☐☐

+STAT

ATTACK

DMG

ARMOR

1.	2.	3.
B / C	B / C	B / C
BONUS	BONUS	BONUS
EFFECT	EFFECT	EFFECT

INJURY

1.	DURATION	☐
EFFECT	HEALED	☐
	REMAINING	☐

DRUG

1.	DURATION	☐
EFFECT	PASSED	☐
	REMAINING	☐