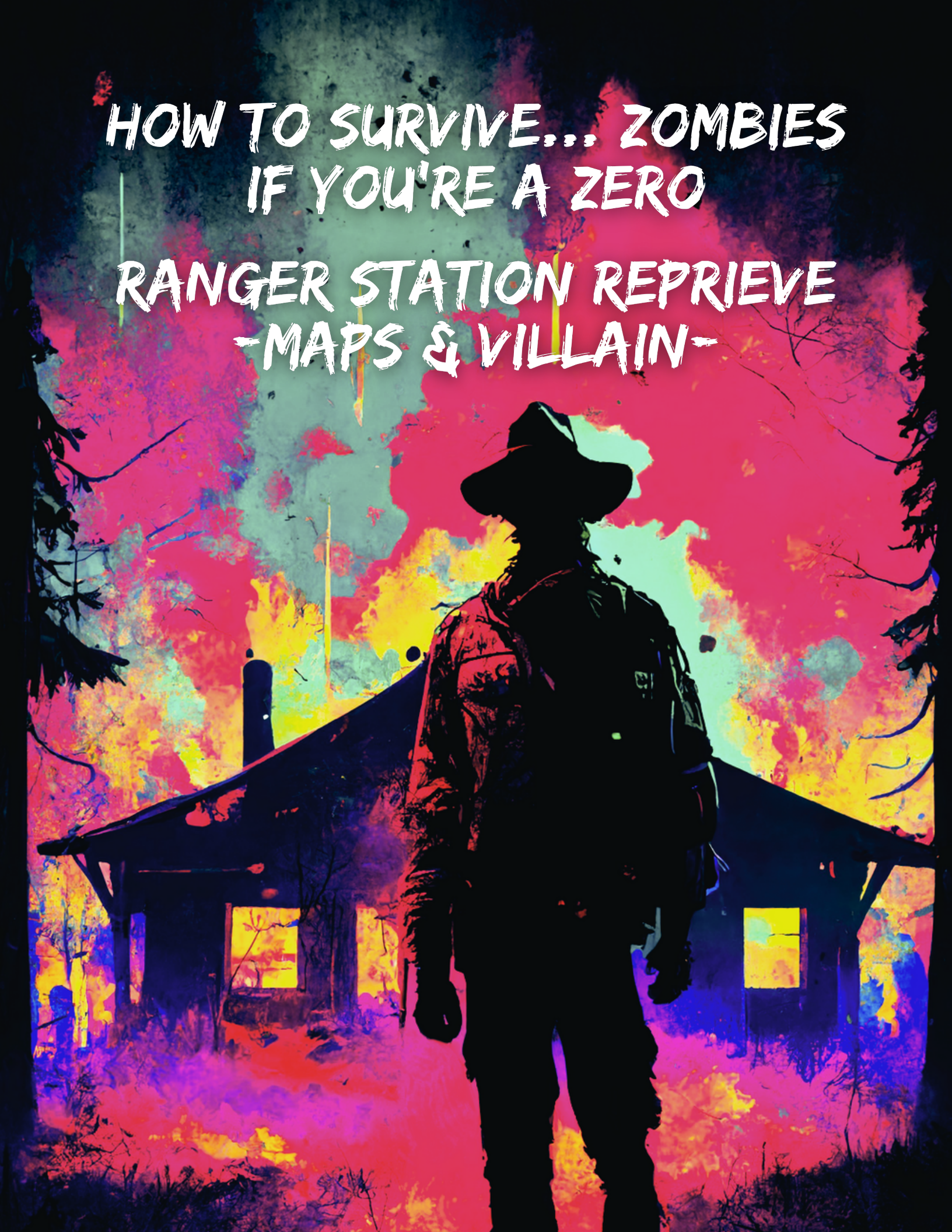# HOW TO SURVIVE... ZOMBIES IF YOU'RE A ZERO
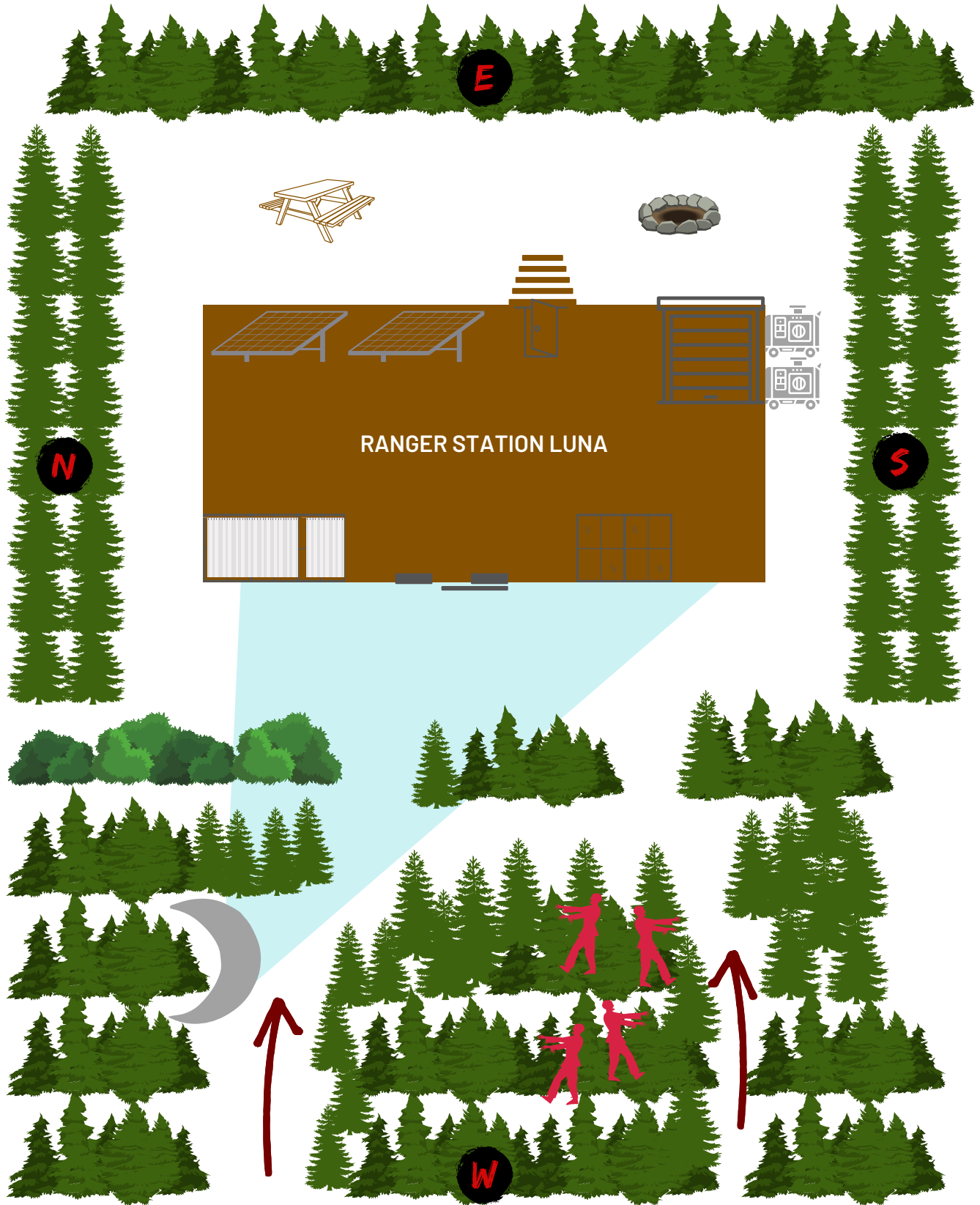
RANGER STATION REPRIEVE
-MAPS & VILLAIN-
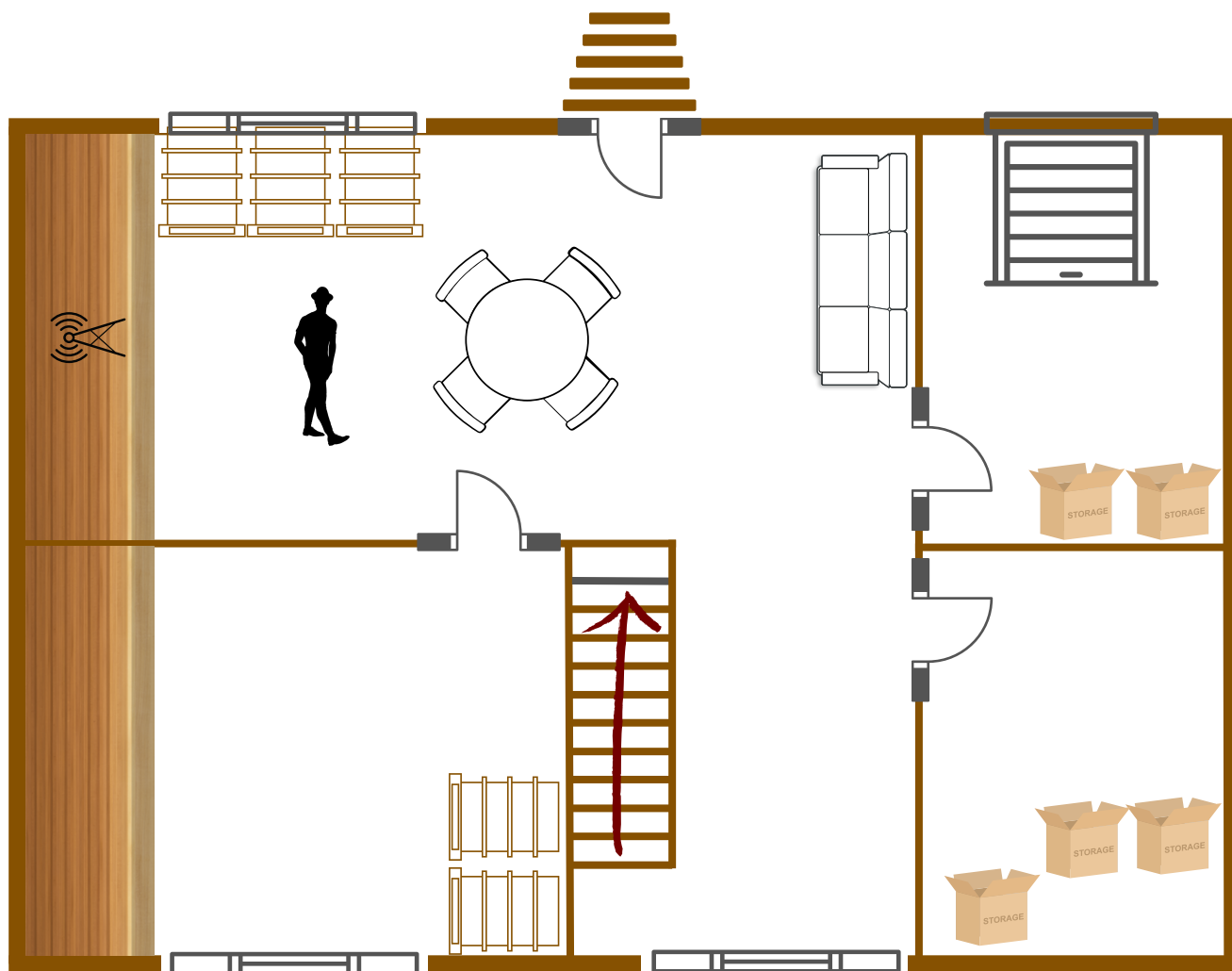
LUNA STATION PC VERSION
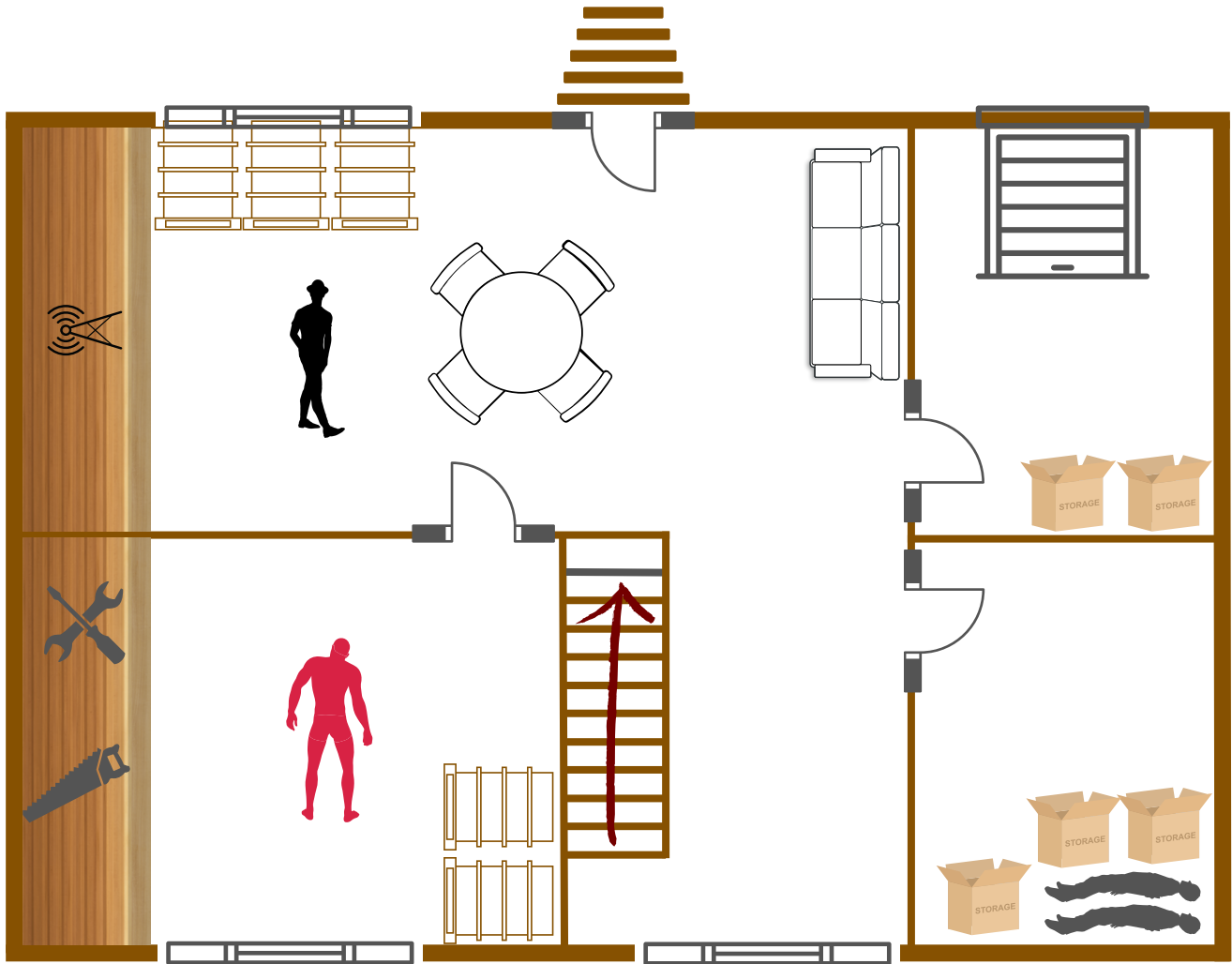
E

N

S

RANGER STATION LUNA

W

LUNA STATION ZM VERSION

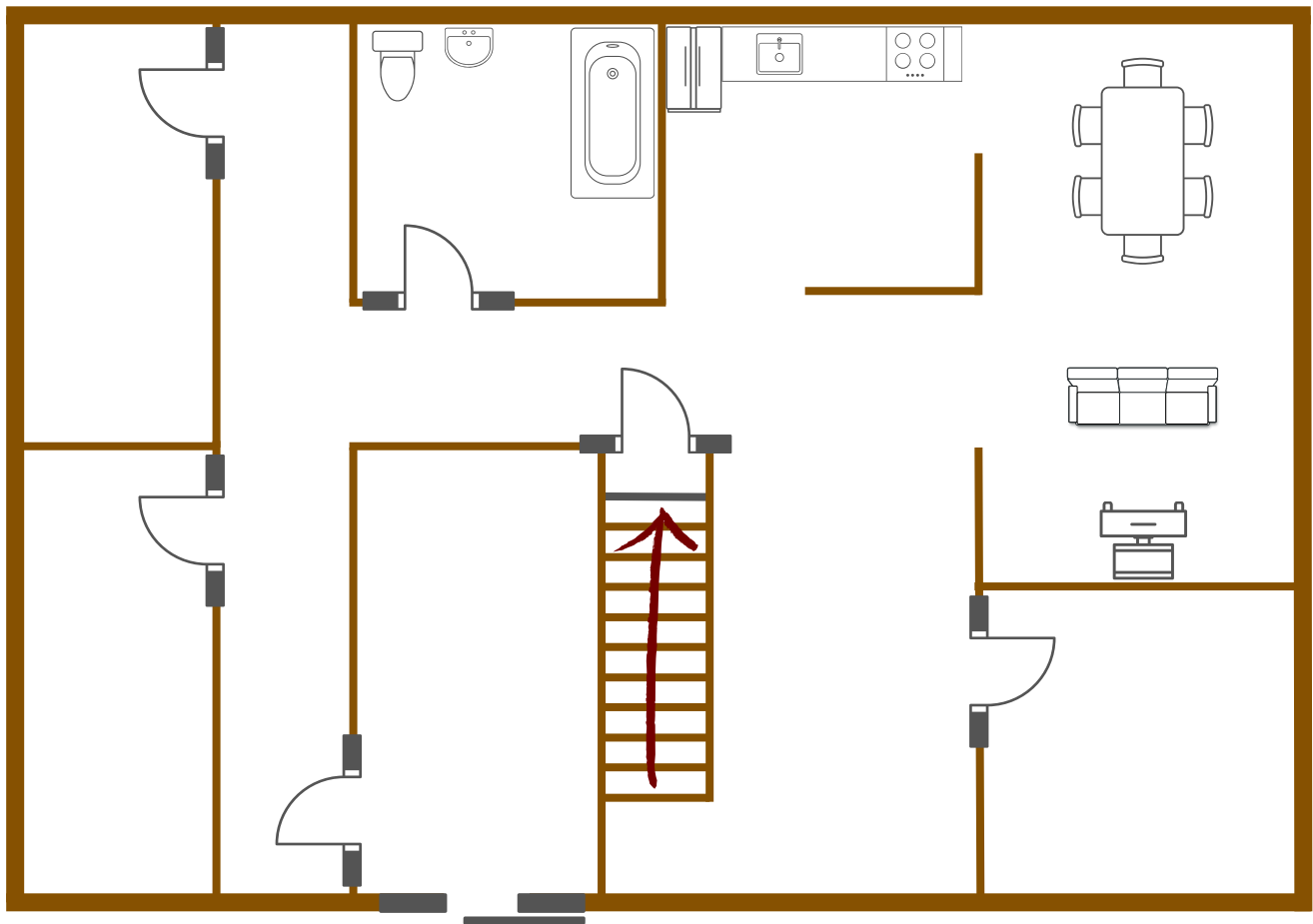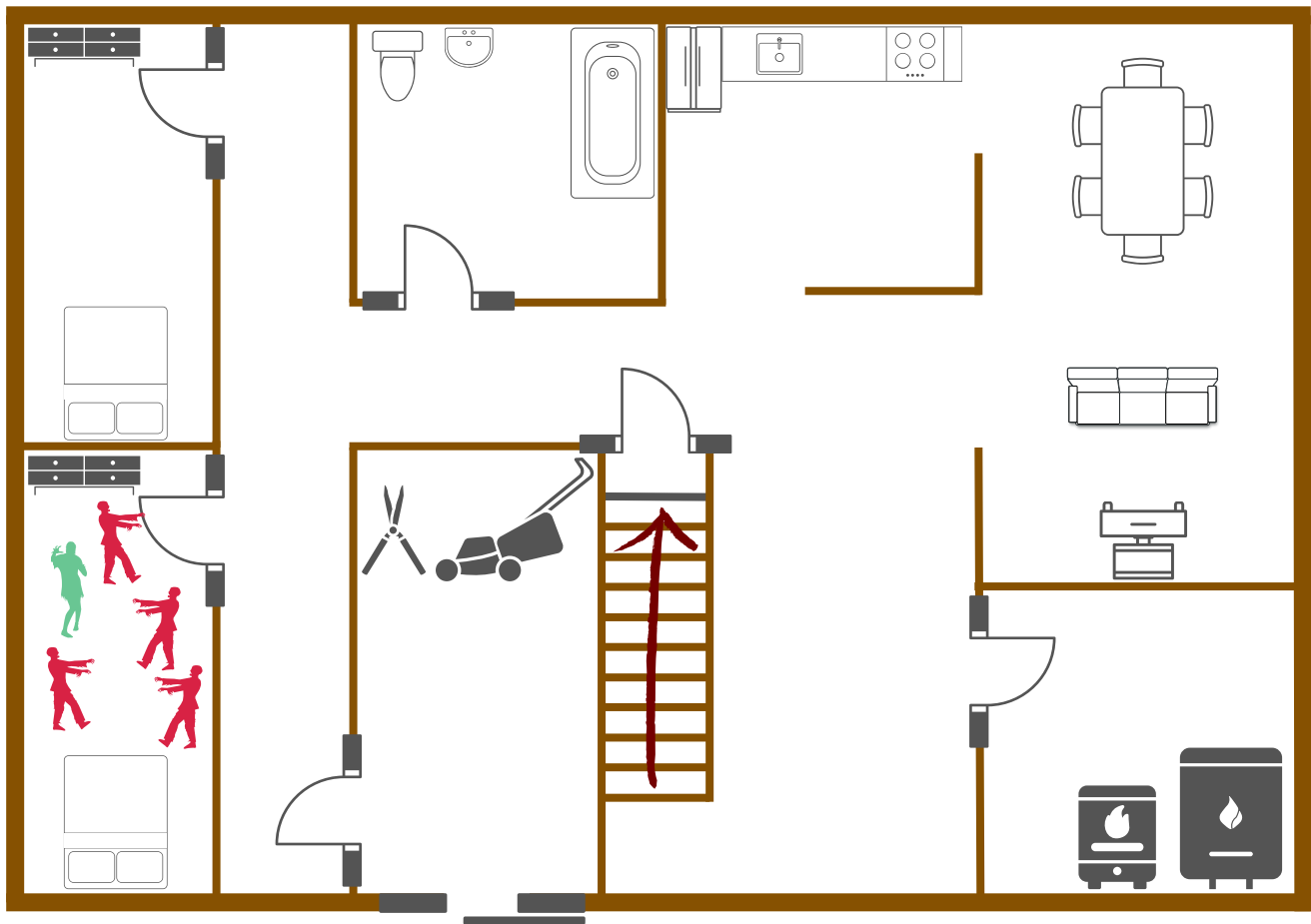
RANGER STATION LUNA

1ST FLOOR PC VERSION

1ST FLOOR ZM VERSION

BASEMENT PC VERSION

BASEMENT ZM VERSION

CHARACTER SHEET

CHARACTER KEVIN THE JERK   **PLAYER** _____

CHARACTER & INVENTORY

TOUGHNESS **15** ☐

DEFENSE TOTAL 0

DESPERATION 1

BODY COUNT _____

INCIDENT REPORT

TDS: *MDS:*   *CASUALTIES:* _____

🖐 PRIMARY MACHETE

🙌 SECONDARY _____

BACKPACK_____CAPACITY_____

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

TOTE_____CAPACITY_____

1. 🖐 _____ ⬙ /
2. 🖐 _____ ⬙ /
3. 🖐 _____ ⬙ /
4. 🙌 _____ ⬙ /
5. 🙌 _____ ⬙ /

WITS

1. OH OH OH! ME FIRST! ME FIRST!
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

STATS & CONDITIONS

FORCE **2** ☐   SMARTS **-2** ☐

NIMBLE **-2** ☐   JUDGMENT **0** ☐

SPEED **2** ☐   ATTENTION **0** ☐

RESILIENCE **0** ☐

HUNGER ☐   INFECTION ☐

THIRST ☐   FATIGUE ☐

TRACKING

WEAPONS

1. MACHETE   **2.** _____

STAT SPEED   B/C 🎯   STAT _____ B/C

🔫 N/A   🎯 CLOSE   🔫 /   🎯

	🖐	🙌		🖐	🙌
+WB	1	2	+WB	☐	☐
+STAT	2	2	+STAT	☐	☐
ATTACK	3	4	ATTACK	☐	☐
DMG	2	2	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 ☐