

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	_____	HEALED	
		REMAINING	