

AZ - AFTER ZOMBIES

Character _____
 Player _____
 Background _____
 Trait _____
 Disadvantage _____

Age _____
 Gender _____
 Height _____
 Weight _____

Eyes _____
 Hair _____
 Skin _____
 Karma _____
 Value _____

Primary Attributes

Combat Ability	CA	
Health	HT	
Insight	IN	
Intellect	IT	
Leadership	LD	
Luck	LK	
Quickness	QK	
Strength	ST	

Derived Attributes

Hit Points	HT+ST
Mental Toughness	IN+LD
Endurance	HTx2
Action Points	QK/10
Unity	
Prim. Attr.	
Sec. Attr.	
Weak Attributes	

Group Karma

Level _____
 XP _____
 Perks

Skills

<input type="radio"/> Archery	CA	8
<input type="radio"/> Athletics	QK	8
<input type="radio"/> Barter	LD	8
<input type="radio"/> Chemistry	IT	8
<input type="radio"/> CQ Combat	CA	8
<input type="radio"/> Construction	IT	8
<input type="radio"/> Cooking	IN	8
<input type="radio"/> Demolitions	IT	8
<input type="radio"/> Distraction	IN	8
<input type="radio"/> Engineering	IT	8
<input type="radio"/> First Aid	IN	8
<input type="radio"/> Heavy Wpns	CA	8
<input type="radio"/> Influence	LD	8

<input type="radio"/> Medicine	IT	8
<input type="radio"/> Outdoorsman	IN	8
<input type="radio"/> Pistols	CA	8
<input type="radio"/> Psychology	IN	8
<input type="radio"/> Repair	IT	8
<input type="radio"/> Rifles	CA	8
<input type="radio"/> Scavenging	IT	8
<input type="radio"/> Scrounging	IN	8
<input type="radio"/> Shotguns	CA	8
<input type="radio"/> Stealth	QK	8
<input type="radio"/> Thrown Wpns	CA	8
<input type="radio"/> Vehicles	QK	8

Group Data

Unity	
Group Karma	
Values	
Bickering	
Initiative Mod.	
Combat Mod.	
Shoulder the Load	
Skill Assist	

Current HP
 Current MT

Endurance _____
 Injuries _____
 Breaking Pt _____

Starvation
 Dehydration
 Sleep Debt

Firearms

Name	Cond	Recoil	Damage	Range	ROF	Mag	Mal	Noise	Weight

Body Armor

Protect

Armor

Athletics

Weight

Close Quarter Weapons

Name	Str	Min	Damage	Knockd	Acc	Dur	Noise	Weight

Ammo

.44		.357	
.32 ACP		.38/200	
.380		10-g	
.22 LR		12-g	
9mm		20-g	
.40		5.56mm	
10mm		7.62mm	
.45 ACP		.30-06	
.50 AE		.50 BMG	
.38		Arrows	

Skill Modifiers

Routine	+25
Easy	+10
Normal	+ 0
Difficult	-10
Hard	-25

Action

Breaking a window	Normal
Breaking down a door	Loud
Starting a car	Normal
An idling car	Quiet
Running	Normal
Breaking a lock	Normal

Noise

Vehicles

	Start	Break	mph	Fuel	mpg	found	Dur	Cont	Pass

Survival Gear

Survival Gear	Weight

Survival Gear

Survival Gear	Weight

Survival Gear

Survival Gear	Weight

Rations

Food	_____
Water	_____
Fuel	_____

Scrounging

	%	Item #	Mod	Cond.	# of rolls
Stockpile	01-05	x5	+25	-25	1d10+10
Untouched	06-10	x2	+10	-10	1d10+5
Explored	11-30	x1	+0	+5	1d10
The Dregs	31-60	x1/2	-10	+10	1d5
Picked Over	61-80	x1/3	-25	+25	1d2
Ransacked	81+	x1/4	-50	+50	1

Item Condition

Item Condition	%
Factory condition	01-05
Slightly used	06-10
Used	11-30
Fair	31-60
Poor	61-80
Ruined	81+