

# 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**

<b>Food</b>	_____
<b>Water</b>	_____
<b>Fuel</b>	_____

**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+