

# AZ - Af t er Z ombies

Character _____	Age _____	Eyes _____
Player _____	Gender _____	Hair _____
Background _____	Height _____	Skin _____
Trait _____	Weight _____	
Disadvantage _____		Karma _____

## 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	
Karma	
Influence	+
Barter	+
Avoidance	%

## Skills

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

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

## Group Data

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

Current HP		Endurance		Starvation	
Current MT		Injuries		Dehydration	
		Breaking Pt		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

After Zombies

### 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 \_\_\_\_\_

### Perks


### 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

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