

# AZ - AFTER ZOMBIES

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

## Primary Attributes

Combat Ability	CA	<input type="text"/>
Health	HT	<input type="text"/>
Insight	IN	<input type="text"/>
Intellect	IT	<input type="text"/>
Leadership	LD	<input type="text"/>
Luck	LK	<input type="text"/>
Quickness	QK	<input type="text"/>
Strength	ST	<input type="text"/>

## Derived Attributes

Hit Points	<input type="text"/>	HT+ST
Mental Toughness	<input type="text"/>	IN+LD
Endurance	<input type="text"/>	HTx2
Action Points	<input type="text"/>	QK/10
Prim. Attr.	<input type="text"/>	
Sec. Attr.	<input type="text"/>	
Weak Attributes	<input type="text"/>	

## Group Karma

Level	_____	nxt lv: _____
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"/> Education	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"/> Intelligence	IT	<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"/> Subterfuge	IN	<input type="checkbox"/>
<input type="checkbox"/> Thrown Wpns	CA	<input type="checkbox"/>
<input type="checkbox"/> Vehicles	QK	<input type="checkbox"/>
<input type="checkbox"/> Veterinary	IT	<input type="checkbox"/>

## Group Data

Unity	<input type="text"/>
Group Karma	<input type="text"/>
Values	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
Bickering	_____ %
Initiative Mod.	<input type="text"/>
Combat Mod.	<input type="text"/>
Shoulder the Load	<input type="text"/>
Skill Assist	<input type="text"/>
Infection	<input type="text"/> %
Starvation	<input type="text"/>
Dehydration	<input type="text"/>
Sleep Debt	<input type="text"/>

Current HP	<input type="text"/>
Current MT	<input type="text"/>

Endurance	_____
Injuries	_____
Breaking Pt	_____

## Firearms

	Accuracy/				Mag /				
Name	Recoil	Damage	ROF	Range	Ammo	Malfunc	Noise	Cond	Weight
_____		d10							
_____		d10							
_____		d10							

	Body Armor		Athletics	Protect	Armor	Cond	Weight
_____							
_____							

## Close Quarter Weapons

Name	Acc	Damage	Knockd	Dur	Str Min	Noise	Cond	Weight
_____		d10						
_____		d10						
_____		d10						

Fist		1d5	8+			varies		After Zombies
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**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**

Standard Move	ft.	hx	[½ Athletics] ft.
Sprint	ft.	hx	[Athletics] ft.

**Vehicles**

	Cond	Break	mph	Fuel	mpg	found	Dur	Control	Noise
				gal.	gal.				
				gal.	gal.				
				gal.	gal.				

**Survival Gear**

Survival Gear	Weight

**Survival Gear**

Survival Gear	Weight

**Status**

Group	Value

Total Weight  
Carrying Capacity

	+410
	+810

**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

**Perks**


**Item Condition**

	%	Acc	Malfunc
Factory condition	01-05	0	0
Slightly used	06-10	0	-5
Used	11-30	-5	-5
Fair	31-60	-5	-10
Poor	61-80	-10	-10
Ruined	81+	-10	-15