

CHARACTER NAME

PLAYER NAME

PRIMARY ARCHETYPE

SECONDARY ARCHETYPE

PERSONAL APOCALYPSE

AGE

STRENGTH  
(STR)FORTITUDE  
(FOR)AGILITY  
(AGI)INTELLIGENCE  
(INT)INSTINCT  
(INS)CHARISMA  
(CHA)FIGHTING SKILL  
(FS)BALLISTIC SKILL  
(BS)

## SKILLS

(STR)

(FOR)

(AGI)

(INT)

(INS)

(CHA)

(FS)

(BS)

ATHLETICS

ARCHERY

ACADEMICS

CRAFTING

ANIMAL KEN

BLADES

FIREARMS

LOCKPICK

MECHANICS

DRIVE

CHARM

BRAWL

HEAVY WEAPONS

PALMING

MEDICINE

NAVIGATION

COMMAND

CLUBS

STEALTH

SCIENCE

PERCEPTION

INTERROGATE

WRANGLE

TECH USE

SURVIVAL

INTIMIDATE

TRACKING

XENOTECH USE

NOT PROFICIENT  
PROFICIENT  
SKILLED  
TRAINED  
MASTER

Skills that are NOT PROFICIENT  
start at DISADVANTAGE  
and cannot have ADVANTAGE  
when rolled

LUCK (L)

USE PER GAME  
(LUCK ÷ 10)

BASE STAT %

MAX

CURRENT

## SPECIAL STATS

ARMOR

ARMOR PIECE

ARMOR POINTS

CP

BUILD  
(STR + FOR)HEALTH POINTS  
(BUILD ÷ 5)INITIATIVE  
(AGI + LUCK) ÷ 10SALVAGE  
(INS + LUCK) ÷ 2RESILIENCE  
(STR + FOR) ÷ 2RESOLVE  
(INT + INS) ÷ 2IMMUNITY  
(FOR + L) ÷ 2

## DEFENSIVE ACTIONS

DEFENSIVE ACTIONS THRESHOLD 1/2 1/4

DODGE

(AGI + INS) ÷ 2

FULL DODGE

(DODGE + 1/2 STR) Init -5

PARRY

(Blades/Brawl/Clubs)

RIPOSTE

(PARRY + ATTACK) Init -3

## WEAPON ATTACKS

WEAPON DC THRESHOLD 1/2 1/4 AMMO TRAITS CP

UNARMED (BRAWL)

## SPECIAL ABILITIES

SOURCE ABILITY NAME EFFECT

## GEAR INVENTORY

ITEM CHARACTERISTIC CP

CURRENT  
CP

## RESOLVE DMG

UNNERVED (DISADV. ON ROLLS)

SHAKEN (-3 INITIATIVE)

INSANITY CONDITION

## INFECTION

STAGE INFECTION

1 INCUBATION

2 GESTATION

3 SYMPTOMATIC

4 PRODROMAL

5 ACUTE

6 TRANSFORM/DIE

## HUNGER

1/4 FOR = STARVING

1/2 FOR = EMACIATED

FOR = DEAD

## EXPERIENCE

UNUSED XP TOTAL XP

## BUILD / REPAIR

REPAIR SKILL P THRESHOLD 1/2 1/4

CRAFTING

MECHANICS

SCIENCE

MEDICINE

## ENCUMBRANCE

-1 INITIATIVE, DISADV. to DODGE, 1/2 MOVE

(200 + BUILD) CP CURRENT Y?