

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

LUCK (L)

USE PER GAME
(LUCK ÷ 10)

BASE STAT %

MAX

CURRENT

NOT PROFICIENT
PROFICIENT
SKILLED
TRAINED
MASTER

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

SPECIAL STATS

ARMOR

MAX
CURRENT

ARMOR PIECE

ARMOR POINTS

CP

BUILD

(STR + FOR)

DC MOD

HEALTH POINTS

(BUILD ÷ 5)

MAX
CURRENT

INITIATIVE

(AGI + LUCK) ÷ 10

-5 -5 -5

SALVAGE

(INS + LUCK) ÷ 2

1/2 1/4

RESILIENCE

(STR + FOR) ÷ 2

1/2 1/4

RESOLVE

(INT + INS) ÷ 2

1/2 1/4

IMMUNITY

(FOR + L) ÷ 2

1/2 1/4

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)

GEAR INVENTORY

ITEM

CHARACTERISTIC

CP

SPECIAL ABILITIES

SOURCE

ABILITY NAME

EFFECT

CURRENT CP

INFERIOR CP

CP

SUPERIOR CP

CX

CP COSTS:

HEAL=1 per 4 HP

REPAIR=1 per 1 CP

ARMOR=3 per Armor Pt.

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?