CHARACTER NAME _____ PLAYER _____

BACKGROUND _____ SEX _____ RACE _____

Zombie Apocalypse

CHARACTER RECORD SHEET

M MELEE	☐☐☐☐☐☐☐☐☐☐☐☐
G GUNPLAY	☐☐☐☐☐☐☐☐☐☐☐☐
B BRAINS	☐☐☐☐☐☐☐☐☐☐☐☐
R RESILIENCE	☐☐☐☐☐☐☐☐☐☐☐☐
S SPEED	☐☐☐☐☐☐☐☐☐☐☐☐
N NOTICE	☐☐☐☐☐☐☐☐☐☐☐☐

Character Portrait:

HIT POINTS ☐ TOTAL ☐ CURRENT

INFECTION ☐ TOTAL ☐ CURRENT

TARGET* ☐ TOTAL = 4 + ☐ SPEED + ☐ TRAITS

ARMOR† ☐☐☐

TRAITS

ABILITIES

DISADVANTAGES

*** Dodge Attack:** Increase Target number by +2 for one attack at the cost of your next move action.

† Hardy Survivor: After Infection roll, reduce damage taken by 3/6/(6+Resilience) based on HS rank.

WEAPONS

WEAPON		DAMAGE
RANGE	**CLIP SIZE**	**NOTES**

WEAPON		DAMAGE
RANGE	**CLIP SIZE**	**NOTES**

WEAPON		DAMAGE
RANGE	**CLIP SIZE**	**NOTES**

WEAPON		DAMAGE
RANGE	**CLIP SIZE**	**NOTES**

EQUIPMENT

ITEM	AMOUNT

NOTES