

# CHARACTER SHEET

# MUTANT

## YEAR ZERO

### ATTRIBUTES

Strength	<input type="text" value="1"/>	Damage	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Agility	<input type="text"/>	Fatigue	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Wits	<input type="text"/>	Confusion	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Empathy	<input type="text"/>	Doubt	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

### CONDITIONS

Starving	<input type="radio"/>	Dehydrated	<input type="radio"/>
Sleepless	<input type="radio"/>	Hypothermic	<input type="radio"/>
Critical Injuries:			
<input type="text"/>			
<input type="text"/>			

### SKILLS

Endure (Strength)	<input type="text"/>
Force (Strength)	<input type="text"/>
Fight (Strength)	<input type="text"/>
Sneak (Agility)	<input type="text"/>
Move (Agility)	<input type="text"/>
Shoot (Agility)	<input type="text"/>
Scout (Wits)	<input type="text"/>
Comprehend (Wits)	<input type="text"/>
Know the Zone (Wits)	<input type="text"/>
Sense Emotion (Empathy)	<input type="text"/>
Manipulate (Empathy)	<input type="text"/>
Heal (Empathy)	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

### ROT POINTS

<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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### EXPERIENCE POINTS

<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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Name:

Role:

### APPEARANCE

Face:
<input type="text"/>
Body:
<input type="text"/>
Clothing:
<input type="text"/>

### GEAR

1
<input type="text"/>
2
<input type="text"/>
3
<input type="text"/>
4
<input type="text"/>
5
<input type="text"/>
6
<input type="text"/>
7
<input type="text"/>
8
<input type="text"/>
9
<input type="text"/>
10
<input type="text"/>
Bullets:

### TALENTS

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

### MUTATIONS

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

### MUTATION POINTS

<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
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### ARMOR

Rating

<input type="text"/>	<input type="text"/>
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### WEAPONS

	Bonus	Damage	Range	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### RELATIONSHIPS

	Buddy
PC 1:	<input type="radio"/>
PC 2:	<input type="radio"/>
PC 3:	<input type="radio"/>
PC 4:	<input type="radio"/>
I Hate:	<input type="text"/>
I Need to Protect:	<input type="text"/>
My Big Dream:	<input type="text"/>



# CHARACTER SHEET

# MUTANT

## YEAR ZERO

[illegible]

MY DEN	
Description:	
Gear Stashed:	

[illegible][illegible]