# Character Bio

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| --- | --- |
| Name | Hunter Teller |
| Hometown | Brenham, Texas |
| Birth | May 15th, 1988 |
| Age | 25 |
| Hair | Brown |
| Eyes | Brown |
| Job | Personal Trainer |
| Location | Austin, Texas |
| College | Baseball Scholarship – Didn’t complete - Baylor |
| High School |  |
| Hobbies | Jogging, working out, Doing whatever Kate says |
| Notable Events | ???? |

# Character Interview

**John**: How do you think you would react if you were one of the maimed victims?

**Hunter**: How would I go on without my most important features? That would suck!

**Ed**: How would react to getting infect or becoming a Zombie?

**Hunter**: I would I be aware of it? I mean, huh?

**John**: Who’s that special person in your life?

**Hunter**: Kate Fremont is the woman I’m going to marry. As soon as she is ready!

**Ed**: What is the most morally ambiguous thing you’ve done or thing you are least proud of?

**Hunter**: Does drinking and cow tipping count?

**John**: Say you and your family are on a stranded island with a pack of wolves and could have only one of the following items: a box of apples, a tall solid fence, or a hunting knife. Which would it be?

**Kate**: I can’t carry a fence. Apples are from trees and there are a lot around here. So, a knife.

**Ed**: Do you see yourself as a leader or a follower?

**Hunter**: Who would I lead?

**John**: When presented with a challenging situation that you might not succeed at, are you a fighter or one who returns when the situation can be better?

**Hunter**: This one is easy. Beat it with a stick or a knife and it will go away.Contestant Stats

Attributes

|  |  |
| --- | --- |
| Agility | D8 |
| Smarts | D4 |
| Strength | D8 |
| Spirit | D4 |
| Vigor | D8 |

Secondary Attributes

|  |  |
| --- | --- |
| Charisma | 0 |
| Pace | 6 |
| Parry | 6 |
| Toughness | 6 |

Skills

|  |  |
| --- | --- |
| Riding (Agility) | D4 |
| Fighting (Agility) | D8 |
| Shooting (Agility) | D8 |
| Throwing (Agility) | D10 |
| Driving (Agility) | D4 |
| Climbing | D6 |
| Notice | D4 |
|  |  |
|  |  |

Hindrances

|  |  |
| --- | --- |
| Overconfident (major) |  |
| Loyal (minor) |  |
| All Thumbs (minor) |  |
|  |  |

Edges:

|  |  |
| --- | --- |
| Quick |  |
|  |  |
|  |  |
|  |  |
|  |  |

Weapons:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | ROF | Damage | AP | WT | Notes |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

Powers/Trappings

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Power/Trapping | Cost | Range | Damage/Effect | Duration |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Equipment:

|  |  |
| --- | --- |
| Total WT Carried |  |
| Weight Limit |  |
| Encumbrance Penalty |  |
| Items | Shovel - d6 improvised  Throwing Axe – d6+str 3/6/9 range |