NAME: _____
PLAYER: _____
CAMPAIGN: _____

Outbreak: UNDEAD..
zombie survival role playing game

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3 0	3 0	3 0	3 0
BONUS	BONUS	BONUS	BONUS

CHARACTER RESOURCES

Survival Points: 25
Gestalt Level: 30
Competence Points: 0

Skills

Advancement: 1st 2nd 3rd 4th 5th

Increases from Advancement → | SC% Total ↓

BASIC SKILL CHECKS

{Balance%}	{33%}	{Hold%}	{33%}
{Brawl%}	{33%}	{Jump/Leap%}	{33%}
{Climb%}	{33%}	{Lift/Pull %}	{33%}
{Composure%}	{33%}	{Resist Pain%}	{33%}
{Dodge%}	{33%}	{Search%}	{33%}
{Endurance%}	{33%}	{Spot/Listen%}	{33%}
{Expression%}	{33%}	{Stealth%}	{33%}
{Grapple%}	{33%}		

TRAINED SKILL CHECKS

{Bow%}	{33%}	{Frm.(Long G.)%}	{33%}
{Calm Other%}	{33%}	{Frm.(Pistol)%}	{33%}
{Diplomacy%}	{ * %}	{First Aid%}	{33%}
(S){Barter%}	{33%}	{M. Attack–[Bl]%}	{33%}
(S){Command%}	{33%}	{M. Attack–[Pi]%}	{33%}
(S){Det. Motives%}	{33%}	{M. Attack–[Sl]%}	{33%}
(S){Intimidate%}	{33%}	{Navigation%}	{33%}
(S){Persuade%}	{33%}	{Swim%}	{33%}
{Digi. Systems%}	{33%}	{Throw%}	{33%}

EXPERT SKILL CHECKS

{Adv. Medicine%}	{6 %}	{Ride%}	{6 %}
{Cnst./Eng. %}	{6 %}	(S) _____	{ %}
(S) _____	{ %}	{Science%}	{6 %}
(S) _____	{ %}	(S) _____	{ %}
(S) _____	{ %}	(S) _____	{ %}
(S) _____	{ %}	{Survival%}	{6 %}
{Martial Arts%}	{6 %}	(S) _____	{ %}
{Pilot%}	{6 %}	(S) _____	{ %}
(S) _____	{ %}	{Toughness%}	{6 %}

VITALITY

Health Points

Injuries
☐ _____
☐ _____
☐ _____
☐ _____
☐ _____

Damage Threshold

$S_B + W_B$: 6   Bonus: ___

Total = +

VIRAL

1 2 3 4 5 6 7 8 9 10

Symptoms
_____   _____
_____   _____

PSYCHE

Morale ☺ $W_B + E_B$: 6   + Bonus ___ = Total ___

Coping mechanisms
_____
_____

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear +	Long Gun +
Bludgeon +	Pistol +
Piercing +	Throwing +
Slashing +	Martial Arts +

Athletic Gear +	First Aid Kits +	Swimming/Diving +
Climbing Gear +	Medical Gear +	Tools +
Command App. +	Recon. Gear +	Value +
Firefighting +	Survival Kit +	Vehicles +

Handwriting Legend

Degree of Success

⊕

Degree of Failure

⊖

Degree of Difference

⊘

Time

⧖

Speed Dice

🎲

Triggered Effects

Triggered Effects Provided by Skill Checks

Name	{Skill Check%}	Cost

Character Traits

ABILITIES

Name	Tier	Special Rule

DISADVANTAGES

Name	Tier	Special Rule

Equipment

WORN GEAR

WORN GEAR	Environmental Modifier Reduction	Defense Bonus

Triggered Effects Provided by Equipment

Name: _____ CU: ___ Capacity: [ ] Depletion Pts: [ ][ ][ ][ ][ ][ ][ ]

Kit	Name	{Skill Check%}	Cost	Effect
[ ]				
[ ]				
[ ]				

Components/Special:

Name: _____ CU: ___ Capacity: [ ] Depletion Pts: [ ][ ][ ][ ][ ][ ][ ]

Kit	Name	{Skill Check%}	Cost	Effect
[ ]				
[ ]				

Components/Special:

Name: _____ CU: ___ Capacity: [ ] Depletion Pts: [ ][ ][ ][ ][ ][ ][ ]

Kit	Name	{Skill Check%}	Cost	Effect
[ ]				

Components/Special:

Misc. Equipment: _____