

CHARACTER SHEET

MUTANT

YEAR ZERO

ATTRIBUTES

| | | | |
|----------|--------------------------|-----------|---|
| Strength | <input type="checkbox"/> | Damage | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Agility | <input type="checkbox"/> | Fatigue | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Wits | <input type="checkbox"/> | Confusion | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Empathy | <input type="checkbox"/> | Doubt | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

CONDITIONS

| | | | |
|----------------------|--------------------------|-------------|--------------------------|
| Starving | <input type="checkbox"/> | Dehydrated | <input type="checkbox"/> |
| Sleepless | <input type="checkbox"/> | Hypothermic | <input type="checkbox"/> |
| Critical Injuries: | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |

SKILLS

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

ROT POINTS

EXPERIENCE POINTS

| | |
|-------|-------|
| Name: | Role: |
|-------|-------|

APPEARANCE

Face:

Body:

Clothing:

GEAR

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Bullets:

TALENTS

MUTATIONS

MUTATION POINTS

ARMOR

| Armor | Rating |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |

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="checkbox"/> |
| PC 2: | <input type="checkbox"/> |
| PC 3: | <input type="checkbox"/> |
| PC 4: | <input type="checkbox"/> |
| I Hate: | |
| I Need to Protect: | |
| My Big Dream: | |

MUTANT

YEAR ZERO

| ATTRIBUTES | |
|-----------------------------------|--|
| Strength <input type="checkbox"/> | Damage <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Agility <input type="checkbox"/> | Fatigue <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Wits <input type="checkbox"/> | Confusion <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Empathy <input type="checkbox"/> | Doubt <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

| CONDITIONS | |
|------------------------------------|--------------------------------------|
| Starving <input type="checkbox"/> | Dehydrated <input type="checkbox"/> |
| Sleepless <input type="checkbox"/> | Hypothermic <input type="checkbox"/> |
| Critical Injuries: | |
| | |
| | |

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

| ROT POINTS |
|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

| EXPERIENCE POINTS |
|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

| | |
|-------|-------|
| Name: | Role: |
|-------|-------|

| APPEARANCE |
|------------|
| Face: |
| |
| |
| Body: |
| |
| |
| Clothing: |
| |

| GEAR |
|----------|
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |
| 8 |
| 9 |
| 10 |
| Bullets: |

| TALENTS |
|---------|
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| MUTATIONS |
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| MUTATION POINTS |
|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

| ARMOR | Rating |
|-------|--------|
| | |

| WEAPONS | Bonus | Damage | Range | Special |
|---------|-------|--------|-------|---------|
| | | | | |
| | | | | |
| | | | | |

| RELATIONSHIPS | Buddy |
|--------------------|--------------------------|
| PC 1: | <input type="checkbox"/> |
| PC 2: | <input type="checkbox"/> |
| PC 3: | <input type="checkbox"/> |
| PC 4: | <input type="checkbox"/> |
| I Hate: | |
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| My Big Dream: | |

