

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: | |
| | |
| | |

| 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"/> |
| | <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> |

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

| APPEARANCE |
|------------|
| Face: |
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| |
| Body: |
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| |
| Clothing: |
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| GEAR |
|----------|
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |
| 8 |
| 9 |
| 10 |
| Bullets: |

| TALENTS |
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| MUTATIONS |
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| MUTATION POINTS |
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| <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"/> <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: | |
| 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"/> |
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| 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: |
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| Body: |
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| Clothing: |
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| GEAR |
|----------|
| 1 |
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| 10 |
| Bullets: |

| TALENTS |
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| MUTATIONS |
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| MUTATION POINTS |
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| <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 |
|---------|-------|--------|-------|---------|
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| 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: | |

CHARACTER SHEET

MUTANT

YEAR ZERO

| PEOPLE I'VE MET | Role | Notes |
|-----------------|------|-------|
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| MY DEN |
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| Description: |
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| Gear Stashed: |
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| TINY ITEMS |
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| NOTES |
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