ELYSIUM

MUTANT YEAR ZERO

Name:		Age:
Profession:	House:	Reputation

ATTRIBUTES

Strength		Damage	○○○○○
Agility		Fatigue	○○○○○
Wits		Confusion	○○○○○
Empathy		Doubt	○○○○○

CONDITIONS

Starving	○	Dehydrated	○
Sleepless	○	Hypothermic	○

Critical Injuries:

SKILLS

Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	

ROT POINTS

○○○○○○○○○○

EXPERIENCE POINTS

○○○○○○○○○○

APPEARANCE

Face:

Body:

Clothing:

GEAR

1
2
3
4
5
6
7
8
9
10

Credits:

TALENTS

CONTACTS

INFLUENCE POINTS

○○○○○○○○○○

ARMOR

	Rating

WEAPONS

	Bonus	Damage	Range	Special

RELATIONSHIPS

	Patrol Leader
PC 1:	○
PC 2:	○
PC 3:	○
PC 4:	○

I Hate:

I Need to Protect:

My Big Dream:

ELYSIUM

MUTANT YEAR ZERO

PEOPLE I'VE MET	Role	Notes

THE PATROL

Designation:

Patrol Leader:

Other:

MY DEN

Description:

Gear Stashed:

Other:

TINY ITEMS

NOTES