

# THE WALKING DEAD UNIVERSE

amc

## ROLEPLAYING GAME

Name: \_\_\_\_\_

Archetype: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PC Anchor: \_\_\_\_\_ Drive: \_\_\_\_\_

NPC Anchor: \_\_\_\_\_ Issues: \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### ATTRIBUTES & SKILLS

<input type="checkbox"/> STRENGTH	<input type="checkbox"/> AGILITY	<input type="checkbox"/> WITS	<input type="checkbox"/> EMPATHY
<input type="checkbox"/> Close Combat	<input type="checkbox"/> Mobility	<input type="checkbox"/> Scout	<input type="checkbox"/> Leadership
<input type="checkbox"/> Endure	<input type="checkbox"/> Ranged Combat	<input type="checkbox"/> Survival	<input type="checkbox"/> Manipulation
<input type="checkbox"/> Force	<input type="checkbox"/> Stealth	<input type="checkbox"/> Tech	<input type="checkbox"/> Medicine

TALENTS	HEALTH	STRESS	<input type="checkbox"/>
	3. UNHARMED	EXPERIENCE	<input type="checkbox"/>
	2. BRUISED <input type="checkbox"/>	ENCUMBRANCE SLOTS	<input type="checkbox"/>
	1. BATTERED <input type="checkbox"/>	GEAR	BONUS
	0. BROKEN <input type="checkbox"/>		<input type="checkbox"/>
	Critical Injuries:		<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

WEAPONS	DAMAGE	BONUS	RANGE	<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>

ARMOR	PROTECTION	PENALTY	<input type="checkbox"/>
			<input type="checkbox"/>

TINY ITEMS			
STORED GEAR	LOCATION	STORED GEAR	LOCATION