

Outbreak: UNDEAD..

VITALITY

Injuries

Health Points

Damage Threshold

SB + WB

Bonus

+

Total

=

+

VIRAI

PSYCHE

Coping mechanisms

TRAINING VALUE BONUS *

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

<p>Archery Gear</p> <div>  <div>+</div> </div>	<p>Long Gun</p> <div>  <div>+</div> </div>
<p>Bludgeon</p> <div>  <div>+</div> </div>	<p>Pistol</p> <div>  <div>+</div> </div>
<p>Piercing</p> <div>  <div>+</div> </div>	<p>Throwing</p> <div>  <div>+</div> </div>
<p>Slashing</p> <div>  <div>+</div> </div>	<p>Martial Arts</p> <div>  <div>+</div> </div>

Handwriting Legend

Degree of Success



Degree of Failure



Degree of Difference



Time



Speed



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

	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: