

Dead Reign

IQ
One-time Bonus to Skills:

Mental Endurance
Save VS insanity:

Mental Affinity
Chance to intimidate/trust:

Physical Strength
Bonus to Damage:

Physical Endurance
Save VS coma/Death/Poison:

Physical Prowess
Bonus to Strike/Parry/Dodge:

Physical Beauty
Chance to Seduce:

Speed
Feet per second:

Hit Points (Max) Hit Points (Current)

SDC (Max) SDC (Current)

Hand to Hand Combat

No. of Attacks Initiative Damage

Strike Parry Dodge

Roll with punch/fall/impact Pull Punch

Disarm

Primary Weapon

D Damage Strike

Parry Range Payload

Bonus to Perception:



Saving Throws

Roll to
save

Bonus

Poison:
Lethal

14

Poison: Non-
Lethal

15

Harmful
Drugs

16

Insanity

12

Horror
Factor

*

*Varies by situation

Additional Bonuses & Skills

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Weapons

Bonuses

Damage

Range

Rate

Ammo

Weight

Notes

	Bonuses	Damage	Range	Rate	Ammo	Weight	Notes
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

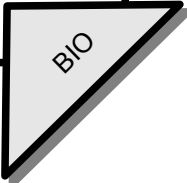
Equipment & Trade Items

Weight (lbs)

Weight (lbs)

Weight (lbs)

	Weight (lbs)	Weight (lbs)	Weight (lbs)
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Name: _____

Lvl: _____

O.C.C. : _____

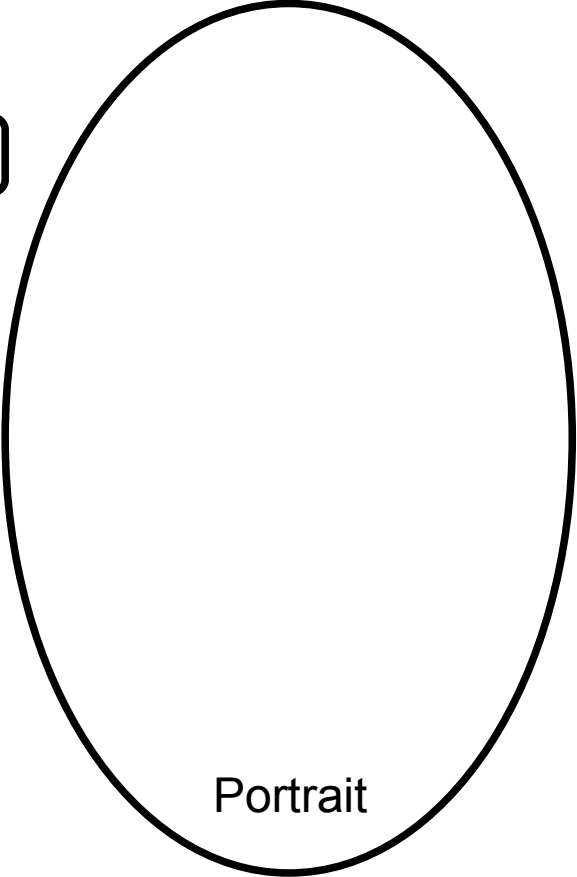
XP: _____

Physical information

Age: _____ Height: _____ Weight: _____

Disposition: _____

Description: _____



Portrait

Background

Insanities / injuries

