

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"/>

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:
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APPEARANCE
Face:
Body:
Clothing:

GEAR
1
2
3
4
5
6
7
8
9
10
Bullets:

TALENTS

MUTATIONS

MUTATION 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"/>

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:	



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PEOPLE I'VE MET	Role	Notes

**MY DEN**

Description:

Gear stashed:

**TINY ITEMS**

**NOTES**