

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"/>
Instinct <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:	
<input type="text"/>	
<input type="text"/>	

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 Nature (Wits)	<input type="checkbox"/>
Sense Emotion (Instinct)	<input type="checkbox"/>
Dominate (Instinct)	<input type="checkbox"/>
Heal (Instinct)	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>

Name:	Role:	Age:
Animal Type:	Species:	Rank: <input type="checkbox"/>

APPEARANCE
Fur/Skin:
Face:
Body:
Clothing:

TALENTS
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

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

ANIMAL POWERS
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

FERAL 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"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR	Rating
<input type="text"/>	<input type="text"/>

WEAPONS	Bonus	Damage	Range	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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:	

MUTANT

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PEOPLE I'VE MET	Role	Notes

MY DEN

Description:

Gear Stashed:

Other:

TINY ITEMS

NOTES