

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

WEAPONS	DAMAGE	BONUS	RANGE

ARMOR	PROTECTION	PENALTY

TINY ITEMS

STORED GEAR	LOCATION	LOCATION