

Personal Information

Age: 20 Height: 5' 7" Weight: 135 lbs. Hair: Long brown hair, usually kept in a ponytail
Eyes: blue Birth Order: Only Child Value of Trade Goods: \$2,000
General Appearance: Lean and athletic build, was on her way to becoming a fitness trainer before the Wave. Prefers wearing hoodies and durable but comfortable clothing whether at home or on the job. She is a natural beauty with piercing blue eyes and naturally wavy hair.

Disposition: She's determined to stay optimistic for her son Jacob's sake. She's doesn't want him to grow up in a world that feels hopeless and overtaken by the dead.

Environment: **Rural:** Grew up near Fort Calhoun, Nebraska.

Survivor Family Lore: **Separated:** "I was living in a dorm in Lincoln when the Wave began. When Jacob & I went back home, neither of us could find our families. I hope they're okay."

Special Aptitude Bonuses: **Quick Reaction Time:** +2 on initiative

Outlook on Earth's Future: **Dedicated:** I NEED to make the world a better place for my son. I'll save as many people and kill as many zombies and cultists as I can along the way.

Insanity: **Vendetta against Cultists:** Christina & Jacob were nearly captured by Death Cultists. While not to a level of insanity, she took this personally and now has it out for them.

Notes

Before using Christina as an NPC or making her available as a player character, the group should play the introduction adventure "We Heard a Baby Crying" as saving her is one of the possible outcomes of the adventure. Making her a playable character or an NPC after the adventure adds extra depth and history to the campaign.

If being used as an NPC, she can be the catalyst of any adventure as she'll have to go into dangerous territory regularly to help rescue people in need as well as searching for goods and materials that might be needed back home.

Smoke Grenade notes (Military & Police): **Weight:** 10 ounces. **Effective Radius:** 20 feet. **Effective Range:** 100 feet. **Damage:** None; creates a smoke filled area to provide protective cover (opponents can not see into or through the smoke) or as a signal. Opponents whose vision is obscured by the smoke are -8 to strike, parry and dodge.

Zombie Note: Penalties are half for zombies because they can still sense and see P.P.E. of the human aura. However, they tend to stay at the edge of smoke clouds and don't go in, because where there is smoke, there is usually fire. **Colors:** Black, grey, red or yellow.

Miscellaneous

Leaping Distance: Up: 2 feet / 4 feet (power) Across: 4 feet / 8 feet (power)
Run: 19 mph (max) 15 rounds 420 feet per round 105 feet per action
Swim: 6.5 mph (max) 15 minutes 144 feet per round 36 feet per action
Maximum Carrying Limit: 160 lbs. Maximum Lifting Limit: 320 lbs.

History Notes

"Growing up on the family acreage, I help my parents all the time with gardening and farming and taking care of my horse Victoria until she passed on a few years back. I took part in lots of agricultural and 4H events and everything. But I'm also athletic, and by the time I was in High School I was in stuff like Track and Field, swimming, basketball, and cheerleading. I wanted to follow my athleticism and become a personal trainer and a dietician, which is what I was going to college for before the Wave.

I've known Jacob since grade school, but we didn't become close until High School. We were inseparable by graduation. We even went to the same college together, where he was going for a degree in Animal Sciences. I unexpectedly got pregnant while still in college, but determined to finish. We both went home after the Wave began and after the dead rose we stayed in the area, looking for our families. We encountered both zombies and a Death Cult and had to stay on the move.

I was unconscious when it happened, but the team who rescued me explained that Jacob was killed while trying to protect me and our newborn son from zombies. I named our son Jacob, after him. When my health returned, I learned the skills needed to find people and guide them to safety.

Relationship to specific teammates / survivors in the "Arbor Community"

Dana Occupation: Paramedic Thoughts: "Its my understanding that Dana kept me alive after giving birth to Jacob and kept us both safe. I'll never be able to fully repay that kind of help."

Leslie Occupation: Student Thoughts: "I kinda knew Leslie in college as we were both in the field of athletics. We've gotten to be good friends since then however. "

Grandma Kate Occupation: Survivor Thoughts: Kate is a retired grade school teacher who takes care of Jacob while I'm out. She loves him like he was her grandson and we're lucky she's here.

Special Equipment

Two-way handheld radio Description: Black, handheld radio with added headset kit
Abilities: Has 22 selectable standard channels, plus 28 extra channels for extra privacy with 36 miles of range in open areas. It has 285 privacy codes that gives you up to 6270 channel options to help block other conversations. Offers waterproof protection against light rain and splashing.

Personal Smartphone Description: Android Smartphone with personalized cover
Abilities: "While it has no real world value these days, its sentimental to me. It has lots of pictures and video's of Jacob's dad & I when we were in high school and college. I want my Jacob to know what his dad was like, I look forward to showing him when he's old enough."

"The Opening Flower" Description: A wooden staff with a tip that resembles "Gandalf's"
Abilities: "I love the *Lord of the Ring* movies, but I've never read the books. One of my friends however loved the books and read everything. While talking about the movies one night she told me the staff that Gandalf carried in the first movie was called the "Opening Flower" due to the tip. I never forgot that and when I saw this tree branch a month or so back with a similar tip. I asked *Pony* to whittle and carve it into a walking stick and staff for me while keeping the tip intact. Its about the length of a quarter staff, but without the metal tips or spikes. Its not as lethal as a quarter staff, but not as heavy either. You'd be surprised how much use I get out of it; tripping up zombies, giving people something to grab onto as I help pull them out of a hole or a pit, or using it as a fulcrum lever to help lift something heavy, its worth having it on hand. It also reminds me of happier, simpler times and it makes me smile."
Length: 6' 3" (eight inches taller than Christina as required). **Damage:** 2D4+2.

Road Flares (carrying 9) Description: Handheld flare generally used to mark an area
Abilities: A great way to make light and scare away a small group of Zombies, but less useful in a large crowd of zombies (fire is too small). A flare will get one or two to back off every time, at least for a few seconds (1 round) when you shove a flare in its face. If there are three or more, one of the zombies will take a swing at you to knock the flare out of your hand. **Range:** Handheld.
Damage: 1 point. **Rate of Fire:** Each activation counts as one action; burns for 2D4+10 minutes.