

Dead Reign

Player: Pregenerated Player Character

Character: Dana

Nickname/Alias: _____

P.C.C.: Survivor (pages 85-96)

Sex: _____ Alignment: Any, leans toward good

Occupation: Paramedic

Attributes

I.Q.: 15 HTH: Basic
 M.E.: 23 Actions per Round: 4
 M.A.: 13 Initiative:+ -
 P.S.: 13 Damage:+ -
 P.P.: 15 Strike:+ -
 P.E.: 16 Parry:+ 2
 P.B.: 12 Dodge:+ 2
 Spd.: 15 Roll with Impact:+ 2
 P.P.E. 4 Pull Punch (11+):+ 3
 S.D.C.: 26 Knockout/Stun Roll: -
 Hit Points: 25 Critical Strike Roll: Natural 20
 Perception: - Death Blow Roll: -
 Perception Bonuses:
 Armor: Point-Blank Vest A.R.: 10 S.D.C.: 70
 Level: 2 Experience Points: N/A

Special Abilities/Skills

Used the "Strong-Willed" Quick Roll Table for attributes.
 See page 160 for details.

Natural Combat Driver: +1 initiative & dodge while driving,
 +1 to roll with impact when piloting any type of vehicle,
 +8% bonus added to Pilot: Automobile.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+1</u>	
Poison: Lethal	<u>14</u>	<u>+1</u>	<u>13+</u>
Poison: Non-Lethal	<u>16</u>	<u>+1</u>	<u>15+</u>
Harmful Drugs	<u>15</u>	<u>+1</u>	<u>14+</u>
Insanity	<u>12</u>	<u>+6</u>	<u>6+</u>
Psionics	<u>15</u>	<u>+4</u>	<u>11+</u>
Magic Spell	<u>12</u>	<u>+1</u>	<u>11+</u>
Magic Ritual	<u>16</u>	<u>+1</u>	<u>15+</u>
Coma/Death		<u>+4%</u>	
Possession		<u>+0</u>	
Curses	<u>15</u>	<u>-</u>	<u>15+</u>
Disease	<u>14</u>	<u>+1</u>	<u>13+</u>
Pain	<u>16</u>	<u>+7</u>	<u>9+</u>

Skills

	Base	Bonus	+%/lvl	Total%
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>89</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>83</u>
Basic Mathematics	<u>72</u>	<u>-</u>	<u>1</u>	<u>73</u>
Pilot Automobile	<u>60</u>	<u>28</u>	<u>3</u>	<u>91</u>
Pilot Ambulance	<u>60</u>	<u>20</u>	<u>3</u>	<u>83</u>
Pilot Truck (large cargo)	<u>56</u>	<u>26</u>	<u>4</u>	<u>86</u>
Automotive Mechanics	<u>60</u>	<u>15</u>	<u>3</u>	<u>78</u>
Combat Driving	See page 213-214 for bonuses			
Computer Operation	<u>60</u>	<u>15</u>	<u>3</u>	<u>78</u>
Paramedic	<u>40</u>	<u>20</u>	<u>5</u>	<u>65</u>
Radio: Basic	<u>50</u>	<u>10</u>	<u>5</u>	<u>65</u>
Roadwise	<u>26</u>	<u>30</u>	<u>4</u>	<u>60</u>
Sensory Equipment	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Aerobic Athletics	Attribute and Combat bonuses			
Brewing: Medicinal	<u>25/30</u>	<u>10</u>	<u>5</u>	<u>40/45</u>
Holistic Medicine	<u>30/20</u>	<u>20</u>	<u>5</u>	<u>55/45</u>
Sewing	<u>40</u>	<u>10</u>	<u>5</u>	<u>55</u>
Gardening	<u>36</u>	<u>10</u>	<u>4</u>	<u>50</u>
Botany	<u>40</u>	<u>10</u>	<u>5</u>	<u>55</u>

Skills

	Base	Bonus	+%/lvl	Total%
Salvage	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Running / Jogging	Jog 16 miles before fatigued			
Brewing	<u>25/30</u>	<u>10</u>	<u>5</u>	<u>40/45</u>
Preserve Food	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Sense of Balance	<u>30</u>	<u>-</u>	<u>5</u>	<u>35</u>
Weapon Proficiencies: Recognize Weapon Quality (30%)				
Ancient Weapon Proficiencies		Strike	Parry	Throw
Blunt Weapons		<u>+1</u>	<u>+1</u>	<u>-</u>
Knife		<u>+1</u>	<u>+1</u>	<u>+1</u>
Modern Weapon Proficiencies		Strike	Aimed	Burst
Handguns		<u>+1</u>	<u>+3</u>	<u>-</u>

Weapons & Hand-to-Hand Attacks

Weapons / Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Halligan Bar	<u>+1</u>	<u>+3</u>	<u>- / 6 feet</u>	<u>melee</u>	<u>-</u>	<u>11 lbs.</u>	<u>1D8 (clawed end or blunt impact)</u>
E.R.T. Rescue Knife	<u>+1</u>	<u>+3</u>	<u>+1 / 6 feet</u>	<u>melee</u>	<u>-</u>	<u>.5 lb.</u>	<u>1D4</u>
High-Angle Hatchet	<u>-</u>	<u>+2</u>	<u>- / 6 feet</u>	<u>melee</u>	<u>-</u>	<u>6 lbs.</u>	<u>1D6+1</u>
Glock 19 Auto-Pistol	<u>+1/+3 Aimed</u>		<u>135 feet</u>	<u>single/burst</u>	<u>15 / 2 clips</u>	<u>1.5 lbs.</u>	<u>3D6; 6D6 for a three round burst</u>
Karate Punch / Kick			<u>Called shots (nose, eyes, groin, etc.) can penalize target</u>				<u>1D4 (punch) / 2D4+2 (kick)</u>
Elbow / Knee strikes			<u>Note: Called Shots & Power Strikes cost two attacks to perform</u>				<u>1D6 (elbow) / 1D8+2 (knee)</u>
Disarm Attacks			<u>Needs a natural 18-20 as a defensive move, gets a +1 to offensive disarm attempts.</u>				

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are combined

Equipment

The clothes on their back and one extra set, running shoes, EMT tactical boots, pair of gloves, coat, half suit of police armor, rain poncho, 3 sheets of camouflage netting (blanket-sized), large first aid kit, one heavy-duty flashlight, one small flashlight, pocket mirror, 3 disposable cigarette lighters, book of matches, roll of duct tape, roll of string (130 feet), binoculars, 2 sets of eating utensils (knife, fork, spoon, drinking cup), walkie-talkie, sunglasses, 2 canteens, backpack, duffle bag, bedroll, food rations (2 weeks worth), cross on a necklace, and some personal items.

Tools of the Trade

EMT Tactical Boots, Stethoscope, Bag Valve Mask, Jump Bag (drips, bandages, medicines, syringes and more), Suction Unit, Incubator, ECG Monitor with Defibrillator, Syringe Drivers and Infusion Pumps, Hemogulcometer,

Vehicle: Type II Ambulance Van (*Endless Dead*, page 31)

Pay: "I'm in a unique position as I don't ask for any sort of trade or payment for my help, I give it freely. I do accept gifts and reward however; free meals, fresh medical supplies, gear, and other valuables are always encouraged and accepted."

Personal Information

Age: _____ Height: _____ Weight: _____ Hair: _____
Eyes: _____ Birth Order: _____ Value of Trade Goods: \$3,000
General Appearance: See page 162 to choose or randomly roll for appearance.

Disposition: See pages 162-163 for a list to possible dispositions to choose from.

Environment: **Large City:** From the "Midtown" area of Omaha, Nebraska.

Survivor Family Lore: **Lost Everyone:** Doesn't believe any family survived; last in the line. Feels a great sense of loss, but has hope deep down that someone might have survived.

Special Aptitude Bonuses: **Natural Combat Driver:** +1 initiative and dodge while driving, and +1 to roll with impact when piloting any type of vehicle. +8% bonus added to Automobile.

Outlook on Earth's Future: **Dedicated Hero.** For you, it is a matter of life or death, and you choose life. That means saving as many human lives as possible, and destroying as many walking dead, cultists and lowlifes as you can. Ready and willing to fight to the death.

As a healer, you cant look at the future any other way. Its just who you are.

Notes from Dana's "Career Day" Grade School Events

"If you find yourself inside an ambulance, it means that either you're injured or accompanying a loved one who needs urgent medical care. While the experience is anything but fun, I'll tell you what to expect should you or a loved one need help in my Ambulance.

Medical treatment: As a Paramedic, I'm trained provide pre-hospital care, and either with an accompanying Paramedic or a loved one, its my job to do the following:

Ensuring that you are comfortable, strapped up correctly, and covered by a blanket.

Check your blood sugar levels and blood pressure and provide an oxygen mask and drip.

Determine the necessary treatment by giving you a physical exam, and provide any other medical treatment necessary as my crew and I get you to the nearest healthcare facility.

Medical equipment: Every ambulance has equipment needed to prevent fatalities.

Standard equipment inside an Ambulance includes: Oxygen tanks and masks, a stretcher, latex gloves, syringes, needles, sterile wipes, bandages, a maternity kit, ped pans, cold packs, a cardiac monitor, a burn kit, a radio used to communicate with the hospital.

Things you shouldn't do inside an Ambulance:

Remember, paramedics are trained professionals. You should always co-operate with them.

Do not sit up: Remain flat on your back unless otherwise instructed. Your paramedic needs to run tests, and cannot do so while you're sitting

Do not remove your oxygen mask: An oxygen mask will cover your nose and mouth.

You should not remove it unless you are instructed to do so.

Do not remove your drip: A drip is used to transfer medicine into your blood. In some cases it may save your life and shouldn't be removed.

Do not lay with your legs off the stretcher: It's important that both feet are on the stretcher to keep you secure, and because paramedics may move around you to provide treatment.

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6.5 feet (power)

Run: 10.2 mph (max) 16 rounds 225 feet per round 56 feet per action

Swim: _____ - mph (max) _____ - minutes _____ - feet per round _____ - feet per action

Maximum Carrying Limit: 130 lbs. Maximum Lifting Limit: 260 lbs.

History notes

Before the Wave, I worked for Omaha Fire & Rescue. I was in the thick of it all when the Wave started. I watched so many people become sick. I watched them all die a week later, their bodies piling up everywhere we could put them. And then, I watched in utter shock and horror when the dead began to rise. Most of my department was among the bodies stored in the building.

was among the dead, and I witnessed all of them rise up and come after me and those still alive.

Honestly, I don't know how I escaped Omaha after the dead rose and all the chaos that followed.

Most of it is a hazy blur to me... and what I do remember, I don't want to.

Currently I'm the most medically versed in Arbor, and that's not a good thing. I was a Paramedic for less than a year, and while I got plenty of first aid practice and set a lot of broken bones, I have no real surgery or pathology experience, both of which is desperately needed in Arbor. I'd reading from text books and learning what I can, but its not enough.

In an effort to think forward, I've started a holistic medicine garden as medical supplies are only going to get worse over time. I've also started practicing medical brewing to ease my supply woes.

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

"Lincoln" Occupation: Survivor Thoughts: Car thief or not, when I needed supplies, Lincoln went out, found, and brought back a brand new ambulance! I give credit where its due.

"Roach" Occupation: Scrounger Thoughts: This kid's always finding gardening seeds, fertilizer and tools for me. My holistic garden is really starting to come together, all thanks to Roach.

Deputy Occupation: Survivor Thoughts: Has been great at conflict resolution in the community and well as teaching Basic Hand-to-Hand techniques to those who are able to learn.

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.

30" Halligan Bar Description: resembles a crowbar with a pickaxe attachment
Abilities: Used to pry, pull or lift during forcible entry or overhaul. Removes automotive trim during extrications. Has a molded finger grip for a good hold and does 1D6 damage by either stabling with the clawed end or swinging it like a blunt weapon at an opponent.

Res-Q-Rench Type: fire/rescue tool Description: five life saving tools in one
Abilities: Made of solid polycarbonate construction, this multi tool includes a gas shutoff tool, a pry tool, a seat belt cutter, a spanner wrench, and a carbide tip window punch.

High-Angle Rescue Hatchet Description: A well used and durable one handed axe
Abilities: The axe head does 1D6+1 damage and has an electrically non-conductive polymer handle for user safety and grip. "*This used to save lives by slicing through debris during dangerous rescues. Now it saves my own life by slicing through the undead.*"

Nylon Cord Description: 300ft of rugged white nylon rope
Abilities: Heavy duty, all purpose, white nylon rope with a tension strength of 600 lbs. Has come in surprisingly useful several times during scouting and scavenging trips.

E.R.T. Rescue Knife Description: A prybar knife designed for rescue situations
Abilities: The hooked end is designed for seat belts and line cutting while the chisel-like blade is good for prying and breaching. Built to first responder specifications while still being useful as a knife.

Description: _____
Abilities: _____