

Personal Information

Age: _____ Height: _____ Weight: _____ Hair: _____
Eyes: _____ Birth Order: _____ Value of Trade Goods: _____ \$3,000
General Appearance: Built; muscular and chiseled, around age 21.

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

Environment: **Urban City**; Born and raised in Lincoln, Nebraska.
Survivor Family Lore: **Separated from family in the chaos.** Doesn't know who's dead or alive.
Likes to think those loved most are still alive, but doesn't know.
Special Aptitude Bonuses: **Quick Reaction Time:** +2 on initiative.

Outlook on Earth's Future: **Pragmatic:** "Look, I know the odds are stacked against us, but we cant just give up! I've worked too hard and have too far for that! I dedicated myself to bringing law and order before the Wave, and I'm going keep on bringing law and order long after! I will see law and order again, even if I have to kill every zombie with my bare hands to get it."

Notes

Combat Driving Skill notes: This skill supplements other driving skills by helping to make the Deputy a master of the roads when driving automobiles, jeeps, trucks, motorcycles and other ground vehicles. It helps to turn Deputy into an aggressive road-hog and cool-headed "chicken" player. In fact, tricks, dangerous maneuvers and high-speed car chases are challenging and fun for this daredevil, although the passengers are likely to fear for their lives.

In game mechanics, skill penalties for tricks, vehicular attacks (ram, sideswipe, etc.), and evasive maneuvers are reduced by half, plus the character is +2 to dodge when driving, +2 to survive a crash/impact, can fire a weapon from a moving vehicle at only a -2 penalty, and can even make an Aimed or "Called Shot" (at -2 to strike) while on a moving vehicle (or talk, or engage in some other activity while driving without penalty). This is a supplemental piloting skill applicable only to ground vehicles and does not have a base skill or level of progression other than reducing penalties an additional one point per level of experience (2%).

Miscellaneous

Leaping Distance: Up: 3 feet / 6 feet (power) Across: 6 feet / 12 feet (power)
Run: 13.6 mph (max) 19 rounds 375 feet per round 75 feet per action
Swim: 10.2 mph (max) 19 minutes 225 feet per round 45 feet per action
Maximum Carrying Limit: 500 lbs. Maximum Lifting Limit: 1,000 lbs.

History Notes

Even before the Wave I took my job seriously. Sure, I was just a small town deputy, but I wasn't the kind that sat at a desk, stripping my gun while blindfolded again and again all day. I trained for a multitude of law enforcement related practices. I had plans, I wanted to become a cop in a big city somewhere and do some real good. I volunteered for things all the time, I never missed my Boxing classes, nor self-defense training, nor shooting practice. I was going to be a pillar of Law Enforcement! I guess you could say I got lucky; my Sherriff told me to stay in the office when everyone became sick. He got sick, so did the other deputy. They stayed in the jail cells beds as they got worse. I was there when they both died, and then came back zombies and attacked me. I got out of the cells and shut the doors, locking them in. I had enough sense to secure some equipment and load a cruiser before the town started swarming with zombies. In the process of fleeing I left the sheriff and deputy in their cells. Now that I know what they are, and that bullets are the only cure for them, I hope one day to return and put them both out of their misery. They would want that... I would want them to do the same for me if the roles were reversed. In the meantime, I have a job to do.

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

"Lincoln" Occupation: Car Thief Thoughts: "For the moment, you have the same goals as the rest of us, but I'm watching you. The moment you step out of line, I'll be there."

Dana Occupation: Paramedic Thoughts: "Law & Order and Health & Medicine go hand-in-hand these days. That makes Dana and I two of the pillars of the Arbor Community".

Sydney & Banjo Occupation: Hound Master Thoughts: "I love dogs. Even considered training to become part of a K-9 Unit somewhere. I trust Banjo's instincts more than I do most people."

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.

Police Folding Knife Description: An ergonomic, all-purpose utility knife
Abilities: Commonly carried by police officers and SWAT members, used to disable equipment and rescue hostages. Stainless steel knife is spring assisted, aluminum handle includes pocket clip, seat belt cutter and glass breaker. **Damage:** 1D4. Note: Cannot be used to parry attacks.

Police Nightstick Description: A long, heavy hardened-rubber baton
Abilities: While designed to be a non-lethal alternative for law enforcement, its still impactful, effective and even deadly in the right hands. Lightweight, yet highly durable. **Damage:** 1D6.

Grandpa's Vietnam War Knife Description: Vietnam Era Imperial MK1 Fighting Knife w/ Sheath
Details: "This was grandpa's knife from the Vietnam war. He refused to talk about it, but implied that he killed people with it. I inherited it when he passed away and I've kept it sharpened and maintained. Its as deadly today as it was in the war." **Damage:** 1D6+10

Abilities: _____
Description: _____

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