

Dead Reign RPG

Player: Pregenerated Player Character
 Character: _____
 Nickname/Alias: "Lincoln"
 P.C.C.: Survivor (pages 85-96)
 Sex: _____ Alignment: Any, leans toward selfish
 Occupation: Professional Thief / Car Thief
Attributes **Hand to Hand Combat**
 I.Q.: 14 HTH: Basic
 M.E.: 12 Actions per Round: 4
 M.A.: 22 Initiative:+ 1
 P.S.: 12 Damage:+ -
 P.P.: 12 Strike:+ -
 P.E.: 12 Parry:+ 2
 P.B.: 18 Dodge:+ 2
 Spd.: 16 Roll with Impact:+ 2
 P.P.E. 4 Pull Punch (11+):+ 2
 S.D.C.: 20 Knockout/Stun Roll: -
 Hit Points: 21 Critical Strike Roll: Natural 20
 Perception: +1 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 "Charismatic" Quick Roll Table for attributes.
 See page 160 for details.

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

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

Skills	Base	Bonus	+%/lvl	Total%
Speak English	88	-	1	89
Read English	80	-	2	82
Basic Mathematics	72	-	1	73
Pilot: Automobile	60	27	3	63
Bartering	30	10	4	44
Running / Jogging	Jog 12 miles before fatigued			
Law (General)	35	10	5	50
Pick Locks	30	20	5	55
Palming	20	20	5	45
Basic Electronics	30	15	5	50
Prowl	25	15	5	45
Streetwise	20	12	4	36
Find Contraband	26	10	4	40
Roadwise	26	10	4	40
Safecracking	20	10	4	34
Combat Driving	See page 213 for details			
Computer Operation	60	10	3	73
Computer Programming	50	10	3	63
Computer Hacking	20	10	5	35

Skills	Base	Bonus	+%/lvl	Total%
Navigation	40	-	5	45
Climbing (Hobbyist)	40/30	-	5	45/35
General Repair & Maintenance	45	-	5	50
Weapon Proficiencies: Recognize Weapon Quality (30%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt Weapons	+1	+1	-	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+1	+3	-	

Weapons & Hand-to-Hand Attacks

Weapons / Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Crowbar (medium size)	+1	+3	- / 6 feet	melee	-	5.5 lbs.	1D8+1
Handmade Steel Mace	+1	+3	- / 6 feet	melee	-	6 lbs.	2D6+1
Box Cutter	-	-	- / 6 feet	melee	-	.5 lbs.	1D4
Sig Sauer P365 Handgun	+1/+3	Aimed	135 feet	single/burst	10 / 2 clips	2 lbs.	3D6; 6D6 for a burst of three rounds
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4 (punch) / 2D4 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)

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, hiking boots, pair of gloves, coat, half suit of armor, rain poncho, 3 sheets of camouflage netting (blanket-sized), 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, duffel bag, bedroll, food rations (2 weeks worth), several maps of the area, quality lock picking set, stethoscope (for safecracking), and some personal items.

Tools of the Trade

light adjusting Sunglasses, driving gloves, 12 road flares, 60 Piece Electronics & Soldering Repair Tool Set Kit, PC laptop, bullet-proof briefcase (A.R. 15, 140 S.D.C.), night driving anti-glare glasses, portable halogen spotlight,

Drives a new sports car (*Endless Dead*, page 31)

Pay: Barter for services rendered. "I earn keep as a trader (barter stolen goods), scout, scavenger, or a thief who victimizes other human survivors. I have other useful skills and I'm good at charming people into favors and out of their possessions".

Personal Information

Age: _____ Height: _____ Weight: _____ Hair: _____
Eyes: _____ Birth Order: _____ Value of Trade Goods: \$5,000
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: **Urban City:** From Lincoln, Nebraska.

Survivor Family Lore: **Never had much in the way of family** to begin with, wasn't close to those gone missing and presumed dead. Feels little personal loss.

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

Outlook on Earth's Future: **Pragmatic:** I'm not the best suited to survive in the New World, but I'm not going to give up! I'll learn to not only survive in it, I'll learn to thrive in it! In the meantime, I'm driving materials and people around, I'm bringing home a new vehicle on occasion, and I've been helping set up a command center for farther and better radio broadcasting.

Notes

Combat Driving Skill notes: This skill supplements other driving skills by helping to make the Lincoln a master of the roads when driving automobiles, jeeps, trucks, motorcycles and other ground vehicles. Helps to turn Lincoln 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 +3 to dodge when driving, +3 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: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)
Run: 10.9 mph (max) 12 rounds 240 feet per round 60 feet per action
Swim: _____ - mph (max) _____ - minutes _____ - feet per round _____ - feet per action
Bonus to Trust/Intimidate: 70% Bonus to Charm/Impress: 40%

History Notes

"Alright, full disclosure... I was a car thief. I liked being a car thief. I was good at it. I made good money at it. I never got caught. I ALMOST got a caught a few times, had a good chase or two, but I never served time... for stealing cars anyway. But even before that I enjoyed street racing... I just love cars! I escaped Lincoln like I would anything else, I stole a car and raced like hell out of Dodge! I ran over several zombies in process, which was a horrifying experience for me. I drifted around for those first few weeks, and then I came to "Camp Lied" as I saw it on a map and thought it might be a good spot to loot. Instead, I found a small community, the first survivors I'd seen in weeks. They took me in, gave me a place to stay, and I became an Arborist.

Sure, I go through a lot of gas and put a LOT of wear and tear on our vehicles, but no one can get you to and from, or in and out of a place as fast as I can!

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

Dana Occupation: Paramedic Thoughts: "I've no idea how you drive an ambulance as well as you do, but I'll bet that with a little time and practice that I can drive them even better."

"Deputy" Occupation: Deputy Thoughts: "Every police department has someone who takes their job too seriously. Whatever Sheriffs department you came from, I'll bet that was you."

"Roach" Occupation: Scrounger Thoughts: "We've got a good thing going; we race to a location, load up the car as fast as we can and then peel out of there before the zombies converge."

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.

Handmade Steel Mace Description: Mace that was hand crafted by a backyard blacksmith
Abilities: "I found this in an old client's house after the Wave. I knew he had this and few choice items in his gun cabinet, but this is by far the best zombie killing weapon in the cabinet. It smashes zombie brains in like gangbusters!" **Damage:** 2D6

Road Flares (12 pack) 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.

Crowbar Description: A 24" Heat Treated High Carbon Steel Pry Bar
Abilities: "The durable, hard hitting, zombie-killing classic! Useful for popping chains & locks, cracking skulls, and will save your life more than any other single tool you can own. I've had this since before the Wave, and it was just as useful then as it is now!" **Damage:** 1D8

Description: _____
Abilities: _____

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