

Personal Information

Age: _____ Height: _____ Weight: _____ Hair: _____
Eyes: _____ Birth Order: _____ Value of Trade Goods: \$4,000
General Appearance: See page 162 to choose or randomly roll for appearance.

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

Environment: **Suburbia**: Papillion, 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: **High Perception and Solid Gut Instincts**: +3 to Perception Rolls

Outlook on Earth's Future: **Pragmatic.** The odds are stacked against humanity, but we can't give up. This character feels he and his fellow survivors have no choice but to fight.

To give up means death... or worse, life as the walking dead. Prays their valiant efforts will be enough to prevent total obliteration of human life at the hands of the Creeping Doom.

Notes

History Notes

My life before the Wave? Not much to tell... I grew up and joined the family construction business. I was just getting into learning about, building and installing solar power panels. Shame the Wave couldn't have waited another year or two as that knowledge would be really helpful right now. Portable generators work, but they're loud and use a lot of gas, something we don't have a lot of.

Builders gonna build; its what I do. I don't have any real control all this "end of the world" crap, but I can sure as hell rebuild what's been lost.

How did I get out of the city? Well, it was simple; I stole a bulldozer and plowed my way out. It was the grosses thing I've ever seen and done, but I made it out alive.

For some reason, everyone always thought I would just carry their stuff for them. Maybe because it was true. That's probably how I got the nickname "Pony".

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

Sydney Occupation: Hound Master Thoughts: I've always been a dog person, so having Banjo and the others here is good for me. I built their kennels and fencing just to be around them.

Elliott Occupation: Survivor Thoughts: I used to know someone like Elliott... had the same love of fire and "outlaw chemistry". I hope Elliott doesn't end up like he did.

"Roach" Occupation: Scrounger Thoughts: Why anyone would go by the name *Roach* I'll never know, but this kid can scrounge! Even found several tools for me when I needed them.

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.

Duckbill Deck Wrecker Description: Deck destroying pry bar with a specialized pry head
Abilities: "One of my favorite tools of the trade, it's a specialized deck teardown tool that also does an admirable job of prying open doors, opening crates, and ripping apart zombies."

Well Used Pipe Wrench Description: A wrench used to turn threaded pipe and pipe fittings
Abilities: "Another one of my favorite tools. While it's not exactly designed for zombie-killing, it does sound good hitting a skull, and its incredibly durable... it will likely outlive us all."

Damage: 2D6+12. Note: Can deliver up to 60 points of damage with one hit before breaking.

Nylon Cord Description: 150ft 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.

Name: _____ Description: _____
Abilities: _____

Name: _____ Description: _____
Abilities: _____

Name: _____ Description: _____
Abilities: _____

Miscellaneous

Leaping Distance: Up: 3 feet / 6.5 feet (power) Across: 6.5 feet / 13 feet (power)
Run: _____ 12.9 mph (max) _____ 20 melees _____ 285 feet per round _____ 71 feet per action
Swim: _____ - mph (max) _____ - minutes _____ - feet per round _____ - feet per action
Bonus to Charm/Impress: 35% **Weight**: Carry: 520 lbs. Lifting: 1,040 lbs.