Dead Reign RPG

Diavari Dragonarated Diavar Character					
Player: Pregenerated Player Character					
Character:					
Nickname/Alias: "Pony"					
	or (pages 85-96)				
Sex:	Alignment: Any, leans toward good				
· · · —	onstruction Worker				
Attributes	Hand to Hand Combat				
I.Q.: <u>12</u>	HTH: Basic				
M.E.: 13	Actions per Round: 4				
M.A. 14	Initiative:+ -				
P.S.: 26	Damage:+ 11				
P.P.: 14	Strike:+ -				
P.E.: 20	Parry:+ 3				
P.B.: 17	Dodge:+ 3				
Spd.: 19	Roll with Impact:+ 3				
P.P.E. 3	Pull Punch (11+):+ 2				
S.D.C.: 28	Knockout/Stun Roll:				
Hit Points: 29	Critical Strike Roll: Natural 20				
Perception: +3	Death Blow Roll: -				
Perception Bo	nuses:				
Armor: Har	d Leather Armor A.R.: 11 S.D.C.: 35				
Level: 2 Experience Points: N/A					
- '					

Special Abilities/Skills

Built with the "Physically Strong" chart (see page 160)

Saving Throws Horror Factor	Base	Modifier +1	Roll Needed
Poison: Lethal	14	+3	11+
Poison: Non-Lethal	16	+3	13+
Harmful Drugs	15	+3	12+
Insanity	12	+0	12+
Psionics	15	+0	15+
Magic Spell	12	+3	9+
Magic Ritual	16	+3	13+
Coma/Death		+10%	
Possession		+0	
Curses	15	-	15+
Disease	14	+3	11+
Pain	16	+3	13+

Skills	Base	Bonus	+%/lvl	Total%
Speak English	88		1	88
Read English	80	-	2	80
Basic Mathematics	72	-	1	72
Pilot Automobile	60	-	3	60
Basic Electronics	30	10	5	45
Basic Mechanics	40	15	5	60
Carpentry	25	20	5	50
Locksmith	35	15	5	55
Excavation	30	20	5	55
General Repair & Maintenance	45	10	5	60
Jury-Rig	25	10	5	40
Masonry	40	15	5	60
Physical Labor	Attri	bute & S.	D.C. bo	nuses
Radio: Basic	50	10	5	65
Tracked Vehicles	54	16	4	74
Automotive Mechanics	60	10	3	73
Speak Español	50	-	3	53
Read Español	40	-	5	45
Athletics (General)		Attribute	bonuse	S

Skills Leather Working Recycling Salvage	Base 45 30 35	Bonus 10 10 10	+%/lvl 5 5 5	Total% 60 45 50	
Weapon Proficiencies: Recognize Weapon Quality (30%) Ancient Weapon Proficiencies Strike Parry Throw					
Blunt Weapons Modern Weapon Proficiencies Handguns	Str	ike A	imed +3	Burst	
Shotguns	+		+3	-	

Weapons & Hand-to-Hand Attacks

Weapons / Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Pipe Wrench	+1	+4	- / 13 feet	melee	-	6 lbs.	2D6+12 per strike
Duckbill Deck Wrecker	+1	+4	- / 13 feet	melee	-	3 lbs.	1D8+12 per strike
Box Cutter	-		- / 13 feet	melee		.5 lb.	1D4+11 per strike
Dad's old M1911 pistol	+1/+3	Aimed	135 feet	single/burst	7 / 2 clips	2.5 lbs.	4D6, 8D6 for a burst of three rounds
Semi-auto shotgun	+1/+3	Aimed	150 feet	single	7 / 21 shells	7 lbs.	5D6 per shot
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target 1D4+11 (punch) / 2D4+11 (kick)						
Elbow / Knee strikes	Note	Note: Called Shots & Power Strikes cost two attacks to perform				erform	1D6+11 (elbow) / 1D8+11 (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, pair of boots, pair of gloves, leather jacket, suit of leather armor, rain poncho, 3 sheets of camouflage netting (blanket-sized), first aid kit, one heavy-duty flashlight, one small flashlight, pocket mirror, 2 disposable cigarette lighters, book of matches, roll of duct tape, roll of string (150 feet), binoculars, 2 sets of eating utensils (knife, fork, spoon, drinking cup), walkie-talkie, sunglasses, two canteens, backpack, duffle bag, bedroll, food rations (4 weeks worth), cross on a necklace, basic lock pick set, and some personal items

Tools of the Trade

large tool kit, pair of good steel-toed work boots, hard hat, leather gloves, acoustic foam lined ear muffs, reflective vest, duffel bag full of random construction supplies & equipment Has a good workstation at home for building purposes.

Vehicle: 3-year-old small pickup truck (Endless Dead, page 32)

Pay: Barter for services rendered. The ability to operate heavy equipment and tracked vehicles, build, repair and maintain is in high demand! Has other useful skills as well.

Personal Information

Personal Information	History Notes			
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.	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.			
Disposition: See pages 162-163 for a list to possible dispositions to choose from.	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.			
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.	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.			
Special Aptitude Bonuses: High Perception and Solid Gut Instincts: +3 to Perception Rolls	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".			
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.	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.			
Notes	"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			
	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:			
Miscellaneous Leaping Distance: Up: 3 feet / 6.5 feet (power) Across: 6.5 feet / 13 feet (power)	Name:Description:			
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.	Name:Description:			