

## CHARACTER SHEET

# MUTANT

## YEAR ZERO

ATTRIBUTES	
Strength	<input type="checkbox"/>
Agility	<input type="checkbox"/>
Wits	<input type="checkbox"/>
Empathy	<input type="checkbox"/>
Damage	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fatigue	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Confusion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Doubt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CONDITIONS	
Starving	<input type="checkbox"/>
Sleepless	<input type="checkbox"/>
Dehydrated	<input type="checkbox"/>
Hypothermic	<input type="checkbox"/>
Critical injuries:	

SKILLS	
Endure (Strength)	<input type="checkbox"/>
Force (Strength)	<input type="checkbox"/>
Fight (Strength)	<input type="checkbox"/>
Sneak (Agility)	<input type="checkbox"/>
Move (Agility)	<input type="checkbox"/>
Shoot (Agility)	<input type="checkbox"/>
Scout (Wits)	<input type="checkbox"/>
Comprehend (Wits)	<input type="checkbox"/>
Know the Zone (Wits)	<input type="checkbox"/>
Sense Emotion (Empathy)	<input type="checkbox"/>
Manipulate (Empathy)	<input type="checkbox"/>
Heal (Empathy)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ROT POINTS	
<input type="checkbox"/>	

EXPERIENCE POINTS	
<input type="checkbox"/>	

Name:	Role:
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APPEARANCE
Face:
Body:
Clothing:

TALENTS

GEAR
1
2
3
4
5
6
7
8
9
10
Bullets:

MUTATIONS

MUTATION POINTS
<input type="checkbox"/>

ARMOR	Rating

WEAPONS	Bonus	Damage	Range	Special

RELATIONSHIPS	Buddy
PC 1:	<input type="checkbox"/>
PC 2:	<input type="checkbox"/>
PC 3:	<input type="checkbox"/>
PC 4:	<input type="checkbox"/>
I hate:	
I need to protect:	
My Big Dream:	

## CHARACTER SHEET

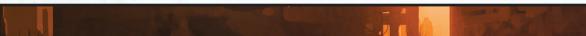
# CHARACTER SHEET

# MUTANT



## YEAR ZERO

# MY DEN



A screenshot from a video game showing a character in a dark, atmospheric environment. The character is seen from behind, wearing a dark hooded cloak. To the right, a large, glowing orange light source, possibly a fire or a setting sun, illuminates the scene with a warm glow. The background is dark and indistinct, suggesting a forest or jungle setting. The overall mood is mysterious and dramatic.

A blank, lined notebook page with a textured, light brown cover visible at the top and bottom edges. The word "NOTES" is printed in a bold, black, sans-serif font in the top-left corner. The page features horizontal ruling lines and a vertical margin line on the left side. The background of the page is a light beige color.