

ZILIGHT CHARACTER SHEET DARK AGES

Survivor's Name	
Melee	Ranged
Natural Attack Dice	
Add to weapon when attacking	

Melee Weapon Name	Attack Dice
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Melee Weapon Name	Attack Dice
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Melee Weapon Name	Attack Dice
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Melee Weapon Name	Attack Dice
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Ranged Weapon / Ammo Name	Attack Dice
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Loud	AMMUNITION	
Very Loud		

Ranged Weapon / Ammo Name	Attack Dice
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Loud	AMMUNITION	
Very Loud		

FOOD RATIONS

HEALKITS

INVENTORY

COMBAT SCRATCH PAD

FENRIS'S HEALTH →

YOUR HEALTH →

E2	E2	E2	E2	E3	E3	E3	E3	E3	E3
1	2	3	4	5	6	7	8	9	10
E4	E4	E4	E4	E4	E5	E5	E5	E5	E5
11	12	13	14	15	16	17	18	19	20

E IS EXHAUSTION LEVEL

ARMOUR

1	2	
3	4	5
6	7	8
9	10	

PLAGUE TRACKER

Effects are triggered when your plague points reach the red amounts.

1	2	3	4	5	6	7	8	9	10	11	12
		Lose 1 melee & 1 ranged AD		Must re-roll flee attempts		Cannot flee*		ZOMBIFIED: GAME OVER.			

ARMOUR IS REDUCED BEFORE HEALTH

Each plague effect is cumulative.
*You can if riding the horse – this is the only exception.

WEEK 1

1	2	3	4	5	6	7
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WEEK 2

1	2	3	4	5	6	7
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WEEK 3

1	2	3	4	5	6	7
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WEEK 4

1	2	3	4	5	6	7
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RESCUED!