

Gangster Joe  
Survivor's Name

EXAMPLE CHARACTER  
SHEET EGYPT

Melee 1 | Ranged 1  
Natural Attack Dice  
Add to weapon when attacking

CURSE

Melee Weapon Name	Attack Dice	None	Delusional - Accept all quests
		Curse Condition	

Melee Weapon Name	Attack Dice	Melee Weapon Name	Attack Dice
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Pistol	3	4	Silenced Loud Very Loud
Ranged Weapon Name	Attack Dice	Spread weapon	
Single target weapon			

AMMUNITION

1	2	3	4	5	6	7	8
X	X	X	X				

Ranged Weapon Name	Attack Dice	Silenced Loud Very Loud
Single target weapon	Spread weapon	

See pg 6 for starting stats and equipment

FOOD RATIONS

3

Because Joe killed a vulture, which gave him 2 food rations plus his starting one.

MEDKITS

INVENTORY

COMBAT SCRATCH PAD

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

WOOLA'S HEALTH

1	2	3
4	5	X

WOOLA HAS 2 ATTACK DICE, HITS ON A 6

The sheet above reflects Joe after he fought through the three spade cards that he had to draw prior to the game. In all honesty, he was pretty lucky, except one of the zombie archaeologists wounded him, so he became affected with a curse. Joe is now delusional and believes himself equal to any challenge, so he must accept all quests that are presented to him. (See pg 6)

You'll see that he only used up four rounds of ammunition. He was lucky with his rolls, and chose to split off one dice when he was in melee combat so he could attempt to take down two zombies in a single turn (which he managed twice).

You will see that the circle at the end of a weapon line is where you can list the total dice you will roll with that weapon, adding in your natural attack dice.

# ZILIGHT CHARACTER SHEET EGYPT

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

## CURSE

Melee Weapon Name	Attack Dice	None	Curse Condition
Melee Weapon Name	Attack Dice	Melee Weapon Name	Attack Dice
Ranged Weapon Name	Attack Dice	Silenced	AMMUNITION
Single target weapon	Spread weapon	Loud	
		Very Loud	
Ranged Weapon Name	Attack Dice	Silenced	
Single target weapon	Spread weapon	Loud	
		Very Loud	

## FOOD RATIONS

## MEDKITS

## INVENTORY

## COMBAT SCRATCH PAD

## 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

## WOOLA'S HEALTH

1	2	3
4	5	

WOOLA HAS 2 ATTACK DICE,  
HITS ON A 6

## 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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HOLD OUT  
FOR RESCUE!

## PHOTOGRAPHS

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