

Gangster Joe

Survivor's Name

EXAMPLE CHARACTER SHEET EGYPT

Melee *1*

Ranged *1*

Natural Attack Dice

Add to weapon when attacking

CURSE

None

Delusional - Accept all quests

Curse Condition

Melee Weapon Name

Attack Dice



Melee Weapon Name

Attack Dice



Melee Weapon Name

Attack Dice



Pistol

3

4

Ranged Weapon Name

Attack Dice



Silenced

Loud

Very Loud

AMMUNITION

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

Single target weapon

Spread weapon

Ranged Weapon Name

Attack Dice



Silenced

Loud

Very Loud

Single target weapon

Spread weapon

FOOD RATIONS

3

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

MEDKITS

INVENTORY

COMBAT SCRATCH PAD

HEALTH

E IS EXHAUSTION LEVEL

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

WOOLA'S HEALTH

1	2	3
4	5	X

WOOLA HAS 2 ATTACK DICE, HITS ON A 6

See pg 6 for starting stats and equipment

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

AMMUNITION

				
				
				
				

FOOD RATIONS

MEDKITS

INVENTORY

COMBAT SCRATCH PAD

HEALTH

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

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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HOLD OUT FOR RESCUE!

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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PHOTOGRAPHS

See pg 6 for starting stats and equipment