

Sergeant John Weston

CHARACTER NAME				PLAYER		
Tough Hero 4/Assault Training 3				Military		
CLASS(es) / LEVEL(s)				STARTING OCCUPATION		
23	Male	5'9"	175lbs	Brown	Bald	Black
AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

Character Sheet

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	12	+1		
WIS WISDOM	13	+1		
CHA CHARISMA	10	+0		

HP		CURRENT HP						Damage Reduct.		Hit Die	
HIT POINTS	66							3/-	4d10+12 + 3d10+9 + 6		

DEFENSE							MOVEMENT	
+25 = 10	+4	+8	+3	+0	+0	0	+22	+17
	Class Bonus	Equipment Bonus	Dex Modifier	Size Mod	Misc Bonus	Armor Penalty	Flat Footed	Touch
30' (Run 120')								

INITIATIVE		
modifier	+3 = +3	+0
	Dex Mod	Misc Mod

BASE ATTACK	
bonus	+6

CROSS CLASS	SKILLS						
	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC	
	Balance	Dex	+3	= +3	+ 0	+	
	Bluff	Cha	+0	= +0	+ 0	+	
	Climb	Str	+3	= +2	+ 1	+	
	Concentration Mod	Int	+1	= +1	+ 0	+	

SAVING THROWS	TOTAL	Base	Ability	Misc
FORTITUDE (CONSTITUTION)	+8	+5	+3	+0
REFLEX (DEXTERITY)	+5	+2	+3	+0
WILL (WISDOM)	+3	+2	+1	+0

REPUTATION	+1
ACTION POINTS	3
WEALTH BONUS	+0

ATTACKS		TOTAL	Base Attack Bonus				Str Mod	Size Mod	Misc Mod
MELEE attack bonus	+8	=	+6	+	+2	+	0	+	0
RANGED attack bonus	+9	=	+6	+	+3	+	0	+	0
TOTAL			Base Attack Bonus		Dex Mod	Size Mod		Temp. Mod	

Melee Weapon		Total Attack Bonus		Damage	Critical
Knife		+8		1d4 +2	19-20
Range	Weight	Type	Size	Special Properties	
10ft	1 lb	Piercing	Tiny		

Melee Weapon		Total Attack Bonus		Damage	Critical
Range	Weight	Type	Size	Special Properties	

Ranged Weapon				Total Attack Bonus	Damage	Critical
M-203 40mm grenade launcher				+9	By Grenade	20
Range	Weight	Type	Size	Special Properties		
70 ft	3 lbs	As Grenade	Small			

Ranged weapon		Total Attack Bonus		Damage	Critical
Fragmentation grenade		+9		4d6	-
Range	Weight	Type	Size	Special Properties	
20 ft	1 lb	Slashing	Tiny	Burst Radius 10 ft	

Ranged Weapon		Total Attack Bonus		Damage	Critical
M-4 Carbine with ACOG reflex sight		+9		2d8	20
Range	Weight	Type	Size	Special Properties	
60 ft	7 lbs	Ballistic	Large	S, A	

Unarmed				Total Attack Bonus		Damage		Critical	
Unarmed				+8		1d3+2		20, x2	
Range	Weight	Type	Size	Special Properties					
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Armor / Protective Item		Type	Equipment Bonus	Proficient?
Interceptor Armor w/ Ballistic Helmet			+8	
Check Penalty	Weight	Speed	Max Dex	Special Properties
+0	25lbs	30'	3	DR3/-

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CHARACTER NAME

Experience:

CAMPAIGN

YEAR OF THE ZOMBIE

FEATS

- | | |
|---|---|
| ☐ Acrobatic | ☐ Endurance |
| ☐ Air Assault Training | ☐ Forced March |
| ☐ Aircraft Operation* | ☐ Enemy |
| ☐ Evasive Maneuvers | ☐ Antithesis |
| ☐ Alertness | ☐ Exotic Weapon Melee Proficiency* |
| ☐ Amphibious Assault Training | ☐ Far Shot |
| ☐ Animal Affinity | ☐ Dead Aim |
| ☐ Archaic Weapons Proficiency | ☐ Fast Track |
| ☐ Arctic Warfare College | ☐ Focused |
| ☐ Armor Proficiency (light) | ☐ Formation Flying |
| ☐ Armor Proficiency (medium) | ☐ Frightful Presence |
| ☐ Armor Proficiency (heavy) | ☐ Gearhead |
| ☐ Athletic | ☐ Great Fortitude |
| ☐ Attentive | ☐ Guide |
| ☐ Black Market | ☐ |
| ☐ Blind-Fight | ☐ Jump School |
| ☐ Brawl | ☐ Jungle/Swamp Warfare College |
| ☐ Improved Brawl | ☐ Improved Damage Threshold** |
| ☐ Knockout Punch | ☐ Improved Initiative |
| ☐ Improved Knockout Punch | ☐ Iron Will |
| ☐ Streetfighting | ☐ Lightning Reflexes |
| ☐ Improved Feint | ☐ Low Profile |
| ☐ Builder | ☐ Medical Expert |
| ☐ Cautious | ☐ Meticulous |
| ☐ Combat Expertise | ☐ MOS Administrative |
| ☐ Improved Disarm | ☐ MOS Air Defense |
| ☐ Improved Trip | ☐ MOS Armor |
| ☐ Whirlwind Attack | ☐ MOS Aviation |
| ☐ Combat Driving | ☐ MOS Driver |
| ☐ Combat Martial Arts | ☐ MOS Engineering |
| ☐ Improved Combat Martial Arts | ☐ MOS Field Artillery |
| ☐ Advanced Combat Martial Arts | ☐ MOS Intelligence |
| ☒ Combat Reflexes | ☐ MOS Law Enforcement |
| ☐ Confident | ☐ MOS Legal Services |
| ☐ Cover Fire | ☐ MOS Maintenance |
| ☐ Creative | ☐ MOS Mastery |
| ☐ Deceptive | ☐ MOS Medical |
| ☐ Defense Language Institute | ☐ MOS NBC |
| ☐ Defensive Martial Arts | ☐ MOS Pilot |
| ☐ Combat Throw | ☐ MOS Psychological Operations |
| ☐ Improved Combat Throw | ☐ MOS Recruiting and Retention |
| ☐ Elusive Target | ☐ MOS Religious Services |
| ☐ Unbalance Opponent | ☒ MOS Rifleman |
| ☐ Desert Warfare College | ☐ MOS Signals |
| ☐ Desk Jockey | ☐ MOS Supply and Logistics |
| ☐ Dodge | ☐ MOS Transportation |
| ☒ Agile Riposte | ☐ Mountain Warfare Collage |
| ☐ Mobility | ☐ Nimble |
| ☐ Spring Attack | ☐ Officer Candidate School |
| ☐ Drive-By Attack | ☒ Personal Firearms Proficiency |
| ☐ Educated* | ☒ Advanced Firearms Proficiency |
| ☐ Electronic Warfare | ☒ Burst Fire |

- ☐ Exotic Firearms Proficiency*
 - ☐ Grenadier
 - ☐ Strafe
 - ☐ Point Blank Shot
 - ☐ Double Tap
 - ☐ Precise Shot
 - ☐ Shot on the Run
 - ☐ Skip Shot
 - ☐ Power Attack
 - ☐ Cleave
 - ☐ Great Cleave
 - ☐ Improved Bull Rush
 - ☐ Sunder
 - ☐ Psychological Warfare
 - ☐ Psychotherapy
 - ☐ Quick Draw
 - ☐ Quick Reload
 - ☐ Radar Operation
 - ☐ Renown
 - ☐ Run
 - ☒ SERE
 - ☐ Signalling
 - ☐ Simple Weapons Proficiency
 - ☐ Sniper School
 - ☐ Sonar Operation
 - ☐ Stealthy
 - ☐ Studious
 - ☐ Surface Vehicle Operation*
 - ☐ Surgery
 - ☐ Tactician
 - ☐ Teamwork
 - ☐ Fighter Escort
 - ☐ Toughness**
 - ☐ Track
 - ☐ Trustworthy
 - ☐ Two-Weapon Fighting
 - ☐ Improved Two-Weapon Fighting
 - ☐ Advanced Two-Weapon Fighting
 - ☐ Urban Warfare College
 - ☐ Vehicle Expert
 - ☐ Force Stop
 - ☐ Vehicle Dodge
 - ☐ War Profiteer
 - ☐ Weapon Finesse*
 - ☐ Weapon Focus*
 - ☐ Windfall**
 - ☐ Wingman
 - ☐ Wild Talent
 - ☐
 - ☐
 - ☐

Gear

[illegible]

*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type.

****You can gain this feat multiple times. Its effects stack.**

Sergeant Stephen Baker

CHARACTER NAME

CAMPAIGN

ALLEGIANCES

US Army, 75th Rangers

LANGUAGES

LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?
English	R/W/S		
Portuguese	R/W/S		

TALENTS/SPECIAL ABILITIES

MOS Rifleman (Hide, Navigate, Spot)

Talents (Strong Hero): Extreme Effort

Talents (Infantry Training): Defensive Position +1, Marksmanship 1

Talents (Assault Training): Tough as Nails, Sharpshooter 1

Talents (Special Operations Training): Mental Toughness, Marksmanship 2

APPEARANCE

SGT Baker is a short wiry man, standing at 5'9" and weighing in at 150 pounds, with his blond hair cut in a flat top. His blue eyes are slightly watery behind his glasses, and many people mistake him for an easy target. He walks with a slight limp from being shot in the leg, but it does not hamper his speed or endurance. He looks to be in his mid-20s and has a set of twisted scars across both forearms.

RANK AND DECORATIONS OF NOTE

Sergeant (E-5), Sharpshooter Rifle Badge, Purple Heart (x6), Silver Star, Bronze Star with V device (x2), Bronze Star (x3), POW Badge, Air Assault Badge, Airborne Badge, Combat Infantry Badge, NCO Development Award (x2), Army Achievement Medal (x8), Army Commendation Medal (x4), Meritorious Service Medal (x3).

Stephen Baker is in his mid-30s, having joined the military in 1990. He served with 1st Infantry Division during Desert Storm and later took part in the invasion of Haiti and peacekeeping missions around the globe. He recently became a Ranger after his second tour of Iraq during OIF I. Baker is a smiling man, quick with a joke or friendly sarcastic comment with a seemingly endless supply of useless trivia.

