

Staff Sergeant James Zachary

CHARACTER NAME				PLAYER		
Strong Hero 3/Assault Training 3/Special Operations Training 1 (75th Rangers)				Military		
CLASS(es) / LEVEL(s)				STARTING OCCUPATION		
28	Male	6'	210lbs	Brown	Red	White
AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

Character Sheet

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

HP	CURRENT HP	Reduct.	HIT Die
HIT POINTS	60	3/-	3d8+9 + 3d10+9 + 1d8+3 + 3

DEFENSE	+24 = 10	+4	+8	+2	+0	+0	0	+22	+16	MOVEMENT
		Class Bonus	Equipment Bonus	Dex Modifier	Size Mod	Misc Bonus	Armor Penalty	Flat Footed	Touch	30' (Run 120')

$$\text{INITIATIVE}_{\text{modifier}} = +2 = +2 + +0$$

Dex Mod Misc Mod

BASE ATTACK bonus	+7
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SAVING THROWS	TOTAL	Base	Ability	Misc
FORTITUDE (CONSTITUTION)	+9	+6	+3	+0
REFLEX (DEXTERITY)	+5	+3	+2	+0
WILL (WISDOM)	+4	+3	+1	+0

REPUTATION	+2
ACTION POINTS	3
WEALTH BONUS	+0

ATTACKS		TOTAL				
MELEE attack bonus	+10	=	+7	+3	0	0
RANGED attack bonus	+10	=	+7	+2	0	+1
	TOTAL		Base Attack Bonus	Dex Mod	Size Mod	Temp. Mod

Melee Weapon				Total Attack Bonus	Damage	Critical
Knife				+10	1d4 +3	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-4 Carbine with ACOG reflex sight		+10		2d8	20
Range	Weight	Type	Size	Special Properties	
60 ft	7 lbs	Ballistic	Large	S, A	

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
SITES M9 (9 mm autoloader)		+9		2d6	20, x2
Range	Weight	Type	Size	Special Properties	
30	2	Ba	T		

Unarmed				Total Attack Bonus		Damage		Critical	
Unarmed				-1		1d3+3		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/-

CROSS CLASS	SKILLS						
	Skill Name	Key Ability	Skill Mod	Ability Mod	Ranks	Misc	
	Balance	Dex	+2	= +2	+ 0	+	
	Bluff	Cha	+0	= +0	+ 0	+	
	Climb	Str	+6	= +3	+ 3	+	
	Computer Use	Int	+2	= +2	+ 0	+	
	Concentration	Con	+3	= +3	+ 0	+	
	Craft (Structural)	Int	+2	= +2	+ 0	+	
	Craft (Visual art)	Int	+2	= +2	+ 0	+	
	Craft (Writing)	Int	+2	= +2	+ 0	+	
Demolitions	Int	+3	= +2	+ 1	+		
Diplomacy	Cha	+0	= +0	+ 0	+		
Disguise	Cha	+0	= +0	+ 0	+		
Drive	Dex	+2	= +2	+ 0	+		
Escape Artist	Dex	+2	= +2	+ 0	+		
Forgery	Int	+2	= +2	+ 0	+		
Gamble	Wis	+1	= +1	+ 0	+		
Gather Info	Cha	+2	= +2	+ 0	+		
Hide	Dex	+9	= +2	+ 6	+1		
Intimidate	Cha	+0	= +0	+ 0	+		
Jump	Str	+3	= +3	+ 0	+		
Knowledge (Tactics)	Int	+10	= +2	+ 7	+1		
Listen	Wis	+1	= +1	+ 0	+		
Move Silently	Dex	+9	= +2	+ 7	+		
Navigate	Int	+6	= +2	+ 4	+		
Perform (Act)	Cha	+0	= +0	+ 0	+		
Perform (Dance)	Cha	+0	= +0	+ 0	+		
Perform (Keyboards)	Cha	+0	= +0	+ 0	+		
Perform (Percussion instruments)	Cha	+0	= +0	+ 0	+		
Perform (Sing)	Cha	+0	= +0	+ 0	+		
Perform (Stand-up)	Cha	+0	= +0	+ 0	+		
Perform (Stringed instruments)	Cha	+0	= +0	+ 0	+		
Perform (Wind instruments)	Cha	+0	= +0	+ 0	+		
Profession	Wis	+3	= +1	+ 2	+		
Read/Write Language	None	+1	= +0	+ 1	+		
Research	Int	+2	= +2	+ 0	+		
Ride	Dex	+2	= +2	+ 0	+		
Search	Int	+2	= +2	+ 0	+		
Sense Motive	Wis	+1	= +1	+ 0	+		
Speak Language	None	+1	= +0	+ 1	+		
Spot	Wis	+9	= +1	+ 7	+1		
Survival	Wis	+7	= +1	+ 6	+		
Swim	Str	+3	= +3	+ 0	+		
Treat Injury	Wis	+1	= +1	+ 0	+		
Tumble	Dex	+8	= +2	+ 5	+1		
			=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		

CHARACTER NAME

Experience:

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YEAR OF THE ZOMBIE

FEATS

- | | | |
|--|---|---|
| ☐ Acrobatic | ☐ Endurance | ☐ Exotic Firearms Proficiency* |
| ☒ Air Assault Training | ☐ Forced March | ☐ Grenadier |
| ☐ Aircraft Operation* | ☐ Enemy | ☐ Strafe |
| ☐ Evasive Maneuvers | ☐ Antithesis | ☐ Point Blank Shot |
| ☐ Alertness | ☐ Exotic Weapon Melee Proficiency* | ☐ Double Tap |
| ☐ Amphibious Assault Training | ☐ Far Shot | ☐ Precise Shot |
| ☐ Animal Affinity | ☐ Dead Aim | ☐ Shot on the Run |
| ☐ Archaic Weapons Proficiency | ☐ Fast Track | ☐ Skip Shot |
| ☐ Artic Warfare College | ☐ Focused | ☐ Power Attack |
| ☐ Armor Proficiency (light) | ☐ Formation Flying | ☐ Cleave |
| ☐ Armor Proficiency (medium) | ☐ Frightful Presence | ☐ Great Cleave |
| ☐ Armor Proficiency (heavy) | ☐ Gearhead | ☐ Improved Bull Rush |
| ☐ Athletic | ☐ Great Fortitude | ☐ Sunder |
| ☐ Attentive | ☐ Guide | ☐ Psychological Warfare |
| ☐ Black Market | ☐ # | ☐ Psychotherapy |
| ☐ Blind-Fight | ☒ Jump School | ☐ Quick Draw |
| ☐ Brawl | ☐ Jungle/Swamp Warfare College | ☐ Quick Reload |
| ☐ Improved Brawl | ☐ Improved Damage Threshold** | ☐ Radar Operation |
| ☐ Knockout Punch | ☐ Improved Initiative | ☐ Renown |
| ☐ Improved Knockout Punch | ☐ Iron Will | ☐ Run |
| ☐ Streetfighting | ☐ Lightning Reflexes | ☐ SERE |
| ☐ Improved Feint | ☐ Low Profile | ☐ Signalling |
| ☐ Builder | ☐ Medical Expert | ☐ Simple Weapons Proficiency |
| ☐ Cautious | ☐ Meticulous | ☐ Sniper School |
| ☐ Combat Expertise | ☐ MOS Administrative | ☐ Sonar Operation |
| ☐ Improved Disarm | ☐ MOS Air Defense | ☐ Stealthy |
| ☐ Improved Trip | ☐ MOS Armor | ☐ Studious |
| ☐ Whirlwind Attack | ☐ MOS Aviation | ☐ Surface Vehicle Operation* |
| ☐ Combat Driving | ☐ MOS Driver | ☐ Surgery |
| ☐ Combat Martial Arts | ☐ MOS Engineering | ☐ Tactician |
| ☐ Improved Combat Martial Arts | ☐ MOS Field Artillery | ☒ Teamwork |
| ☐ Advanced Combat Martial Arts | ☐ MOS Intelligence | ☐ Fighter Escort |
| ☐ Combat Reflexes | ☐ MOS Law Enforcement | ☐ Toughness** |
| ☐ Confident | ☐ MOS Legal Services | ☐ Track |
| ☐ Cover Fire | ☐ MOS Maintenance | ☐ Trustworthy |
| ☐ Creative | ☐ MOS Mastery | ☐ Two-Weapon Fighting |
| ☐ Deceptive | ☐ MOS Medical | ☐ Improved Two-Weapon Fighting |
| ☐ Defense Language Institute | ☐ MOS NBC | ☐ Advanced Two-Weapon Fighting |
| ☐ Defensive Martial Arts | ☐ MOS Pilot | ☒ Urban Warfare College |
| ☐ Combat Throw | ☐ MOS Psychological Operations | ☐ Vehicle Expert |
| ☐ Improved Combat Throw | ☐ MOS Recruiting and Retention | ☐ Force Stop |
| ☐ Elusive Target | ☐ MOS Religious Services | ☐ Vehicle Dodge |
| ☐ Unbalance Opponent | ☒ MOS Rifleman | ☐ War Profiteer |
| ☐ Desert Warfare College | ☐ MOS Signals | ☐ Weapon Finesse* |
| ☐ Desk Jockey | ☐ MOS Supply and Logistics | ☒ Weapon Focus* |
| ☐ Dodge | ☐ MOS Transportation | ☐ Windfall** |
| ☐ Agile Riposte | ☐ Mountain Warfare Collage | ☐ Wingman |
| ☐ Mobility | ☐ Nimble | ☐ Wild Talent |
| ☐ Spring Attack | ☐ Officer Candidate School | ☒ Death from Above 1 |
| ☐ Drive-By Attack | ☒ Personal Firearms Proficiency | ☐ |
| ☐ Educated* | ☐ Advanced Firearms Proficiency | |
| ☐ Electronic Warfare | ☐ Burst Fire | |

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.**

Staff Sergeant James Zachary

CHARACTER NAME

CAMPAIGN

**YEAR OF
THE ZOMBIE**

ALLEGIANCES

US Army, 75th Rangers

LANGUAGES

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

TALENTS/SPECIAL ABILITIES

MOS Rifleman (Hide, Spot, Tumble)

Urban Warfare College (Demolitions, Intimidate, Knowledge [Tactics])

Talents (Strong Hero): Extreme Effort, Improved Extreme Effort

Talents (Assault Training): Tough as Nails, NCO School

Talents (Special Operations Training): Mental Toughness,

APPEARANCE

Standing at 6' even and weighing in at 210 pounds, James appears husky, nearly fat, but the thickness of his waist and biceps quickly correct intelligent observers. James has a nasty scar to the right of his right eye and a peppering of black indentations on his right cheek from shrapnel. He has close-cropped red hair, kept in a high and tight haircut, and brown eyes. His hands are large and heavy, with protruding scarred knuckles.

RANK AND DECORATIONS OF NOTE

Staff Sergeant (E-6), Expert Rifle Badge, Purple Heart (x2), Bronze Star with V device, Air Assault Badge, Airborne Badge, Combat Infantry Badge, NCO Development Award (x3), Army Achievement Medal (x3), Army Commendation Medal (x2), Meritorious Service Medal.

James Zachary is a native of West Virginia who joined the military in 1995, taking part in operations in Bosnia and several other nations. Extremely concerned with remaining physically fit as well as mentally focused, SSG Zachary seems to have made correspondence courses a hobby, as well as spending frequent hours at the gym.

Deployed to Operation Iraqi Freedom as part of the 3rd Infantry Division, SSG Zachary was wounded twice in combat and decorated for bravery under fire under classified conditions. Six months ago Zachary applied - and was accepted into - Ranger School; this is his first deployment with the 75th Rangers

