



Name **Headless Zombie**  
 Ht 5' 2" Wt 7st  
 Appearance

Player  
 Size Modifier 0 Age

Point Total **106**  
 Unspent Points **44**

CHARACTER SHEET

ST	13	[ 30 ]	HP	13	[ 0 ]
DX	10	[ 0 ]	Will	10	[ 0 ]
IQ	10	[ 0 ]	Per	10	[ 0 ]
HT	14	[ 40 ]	FP	14	[ 0 ]

BASIC LIFT 34      DAMAGE Thr 1d      Sw 2d-1  
 BASIC SPEED 6 [ 0 ]      BASIC MOVE 6 [ 0 ]

<b>BLOCK/PARRY</b>	<b>MOVE</b>	<b>DODGE</b>
0/9	BM x 1 6	Dodge 9

PARRY 9 Brawling	<b>Reaction Modifiers</b>  Appearance: Status: +0 Other: +0
BLOCK 0	

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0 +2	1		Groin	0 +2	--	
Neck	0 +2	--		Arms	0 +2	6	
Skull	2 +2	--		Hands	0 +2	4	
Face	0 +2	--		Legs	0 +2	6	
Torso	0 +2	13		Feet	0 +2	4	

SKILLS			
Name	Level	Rel. Level	Cost
Brawling	13	DX+3	[ 8 ]

ADVANTAGES	
Affliction (Disease (-2 to health)) 1	[ 10 ]
Damage Resistance (Frost) 2 (Limited Defense: Common (Frost))	[ 6 ]
Injury Tolerance (No Blood; No Head; No Vitals; Unliving)	[ 37 ]
Resistant (Metabolic Hazards) (Very Common) (Immunity)	[ 30 ]
Resistant (Mind Control) (Rare) (Immunity)	[ 5 ]

DISADVANTAGES	
Vulnerability (Fire) (Very Common) (x3)	[ -60 ]

ARMOR & POSSESSIONS				Location	Cost	Weight
Qty	Item					
1	Mort Flesh (Damage Fatigue, Damage Luck, Fortify Health, Sillence)				10	1

MÉLÉE WEAPONS									
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight
	Brawling								
	Punch	13	1d cr	C	9	--			
	Bite	13	1d cr	C	No	--			
	Kick	11	1d+1 cr	C,1	No	--			

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
	Affliction (Disease (-2 to health))	13	HT±0 aff	3	10 / 100	1				1				

