

# Dead Reign

**IQ**  
One-time Bonus to Skills:

**Mental Endurance**  
Save VS insanity:

**Mental Affinity**  
Chance to intimidate/trust:

**Physical Strength**  
Bonus to Damage:

**Physical Endurance**  
Save VS coma/Death/Poison:

**Physical Prowess**  
Bonus to Strike/Parry/Dodge:

**Physical Beauty**  
Chance to Seduce:

**Speed**  
Feet per second:

Hit Points (Max)  Hit Points (Current)

SDC (Max)  SDC (Current)

**Hand to Hand Combat**

No. of Attacks  Initiative  Damage

Strike  Parry  Dodge

Roll with punch/fall/impact  Pull Punch

Disarm

## Primary Weapon

D  Damage  Strike

Parry  Range  Payload

**Bonus to Perception:**





## Saving Throws

Roll to  
save

Bonus

Poison:  
Lethal

14

Poison: Non-  
Lethal

15

Harmful  
Drugs

16

Insanity

12

Horror  
Factor

\*

\*Varies by situation

## Additional Bonuses & Skills

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Weapons

Bonuses    Damage    Range    Rate    Ammo    Weight    Notes

_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

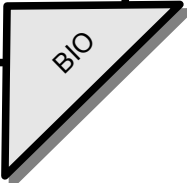
## Equipment & Trade Items

Weight (lbs)

Weight (lbs)

Weight (lbs)

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Name: \_\_\_\_\_

Lvl: \_\_\_\_\_

O.C.C. : \_\_\_\_\_

XP: \_\_\_\_\_

**Physical information**

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

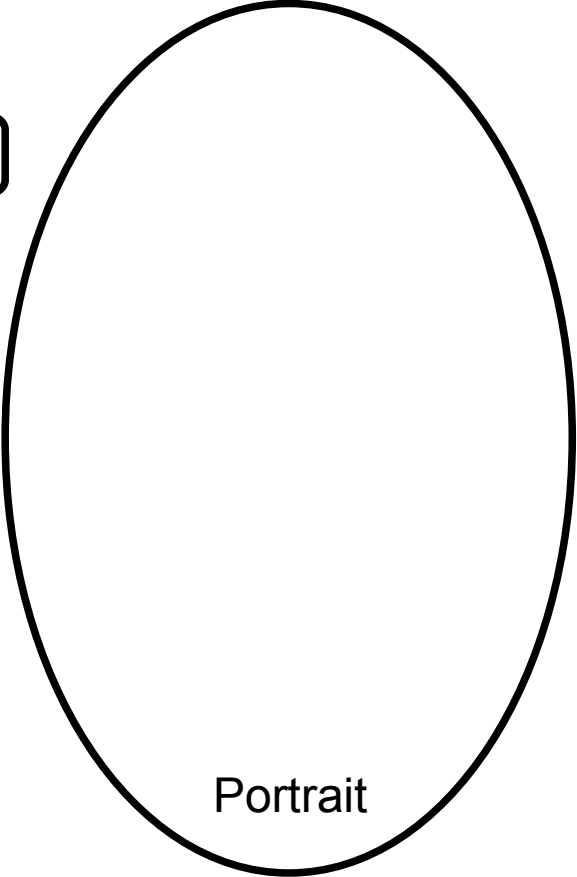
Disposition: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Portrait

**Background**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Insanities / injuries**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

