

CHARACTER NAME

PLAYER NAME

MAXIMUM

APCALYPSE

PRIMARY ARCHETYPE

SECONDARY ARCHETYPE

PERSONAL APOCALYPSE

AGE

STRENGTH (STR)

FORTITUDE (FOR)

AGILITY (AGI)

INTELLIGENCE (INT)

INSTINCT (INS)

CHARISMA (CHA)

FIGHTING SKILL (FS)

BALISTIC SKILL (BS)

1/2 1/4

1/2 1/4

1/2 1/4

1/2 1/4

1/2 1/4

1/2 1/4

1/2 1/4

1/2 1/4

SKILLS

(STR)

(FOR)

(AGI)

(INT)

(INS)

(CHA)

(FS)

(BS)

ATHLETICS

ARCHERY

ACADEMICS

CRAFTING

ANIMAL KEN

BLADES

FIREARMS

LOCKPICK

MECHANICS

DRIVE

CHARM

BRAWL

HEAVY WEAPONS

PALMING

MEDICINE

NAVIGATION

COMMAND

CLUBS

STEALTH

SCIENCE

PERCEPTION

INTERROGATE

WRANGLE

TECH USE

SURVIVAL

INTIMIDATE

TRACKING

XENOTECH USE

LUCK (L)

USE PER GAME (LUCK ÷ 10)

BASE STAT %

MAX

CURRENT

- NOT PROFICIENT  
P PROFICIENT  
S SKILLED  
T TRAINED  
M MASTER

Skills that are NOT PROFICIENT start at DISADVANTAGE and cannot have ADVANTAGE when rolled

SPECIAL STATS

ARMOR

Shield icon with MAX and CURRENT labels

ARMOR PIECE

ARMOR POINTS

CP

Table with 2 columns: Armor Piece, Armor Points, CP

BUILD (STR + FOR)

DC MOD icon

HEALTH POINTS (BUILD ÷ 5)

Health points gauge with MAX and CURRENT labels

INITIATIVE (AGI + LUCK) ÷ 10

Initiative gauge with -5 labels

SALVAGE (INS + LUCK) + 2

Salvage gauge with 1/2 1/4 labels

RESILIENCE (STR + FORT) ÷ 2

Resilience gauge with 1/2 1/4 labels

RESOLVE (INT + INS) ÷ 2

Resolve gauge with 1/2 1/4 labels

IMMUNITY (FOR + L) ÷ 2

Immunity gauge with 1/2 1/4 labels

DEFENSIVE ACTIONS

DEFENSIVE ACTIONS THRESHOLD 1/2 1/4

Table for Defensive Actions with columns for Dodge, Full Dodge, Parry, Riposte and their thresholds.

WEAPON ATTACKS

WEAPON DC THRESHOLD 1/2 1/4 AMMO TRAITS CP

Table for Weapon Attacks with columns for Weapon, DC, Threshold, Ammo, Traits, and CP.

GEAR INVENTORY

ITEM CHARACTERISTIC CP

Table for Gear Inventory with columns for Item, Characteristic, and CP.

SPECIAL ABILITIES

SOURCE ABILITY NAME EFFECT

Table for Special Abilities with columns for Source, Ability Name, and Effect.

CURRENT CP

INFERIOR CP

CP

SUPERIOR CP

CX

CP COSTS: HEAL=1 per 4 HP REPAIR=1 per 1 CP ARMOR=3 per Armor Pt.

RESOLVE DMG

Table for Resolve DMG with rows for Unnerved, Shaken, and Insanity Condition.

INFECTION

Table for Infection with columns for Stage and Infection, and rows for Incubation, Gestation, Symptomatic, Prodromal, Acute, and Transform/Die.

HUNGER

Table for Hunger with rows for Starving, Emaciated, and Dead.

BUILD / REPAIR

Table for Build/Repair with columns for Repair Skill, P, Threshold, 1/2, 1/4.

ENCUMBRANCE

-1 INITIATIVE, DISADV. to DODGE, 1/2 MOVE (200+BUILD) CP CURRENT Y?

EXPERIENCE

UNUSED XP TOTAL XP

Experience gauge with UNUSED XP and TOTAL XP labels