

When We Die SURVIVOR SHEET

Playtest Beta 2.0



Name & Age:

Who Am I?

What I Want You To Think:

What I Want To Forget:

What I Would Die For:

RESILIENCE

Maximum

- Hardships

= Temporary Max

CUNNING	PERCEPTION	PHYSICALITY	RAPPORT	REASON
Driving <input type="checkbox"/>	Initiative <input type="checkbox"/>	Athletics <input type="checkbox"/>	Deceit <input type="checkbox"/>	Educational <input type="checkbox"/>
Hunting <input type="checkbox"/>	Observation <input type="checkbox"/>	Close Combat <input type="checkbox"/>	Haggling <input type="checkbox"/>	Medical <input type="checkbox"/>
Stealth <input type="checkbox"/>	Range Combat <input type="checkbox"/>	Endurance <input type="checkbox"/>	Intimidation <input type="checkbox"/>	Scientific <input type="checkbox"/>
Tactics <input type="checkbox"/>	Scavenging <input type="checkbox"/>	Finesse <input type="checkbox"/>	Leadership <input type="checkbox"/>	Technical <input type="checkbox"/>

TRAITS	
Details	Rank
Trait:	
Trait:	
Trait:	
Trait:	

HEALTH	STABILITY
1 <input type="checkbox"/>	1 <input type="checkbox"/>
2 <input type="checkbox"/>	2 <input type="checkbox"/>
3 <input type="checkbox"/>	3 <input type="checkbox"/>
4 <input type="checkbox"/>	4 <input type="checkbox"/>
5 <input type="checkbox"/>	5 <input type="checkbox"/>

Impairments

Injuries

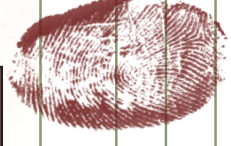
Trumas

CRITICAL

BREAKDOWN

EXPERIENCE PTS

FOOD	
AMMO	
	Lt
	Md
	HV
	Sg
	Other



EQUIPMENT					
Item	Dmg	Rng	Enc	Supply	Notes & Ammo Type

EMPATHY

Bastard (2)

Selfish (1)

Level-Headed

Selfless (1)

Saint (2)

Other Items:

Normal Capacity:

Maximum Capacity:

Encumbrance:



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