D&Z

CHARACTER NAME

BODY TYPE	LEVEL	EXPERIENCE POINTS	AGE	SKIN	HAIR	GENDER

PLAYER NAME	BACKGROUND	ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SANE INSANITY LEVEL INSANE

PROFICIENCY

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ATHLETICS (STR)
- COOKING (WIS)
- CRAFTING (INT)
- DECEPTION (CHA)
- FIREARMS (DEX)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- MELEE WEAPONS (STR)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)
- TECHNOLOGY (INT)
- TINKERING (INT)

SKILLS

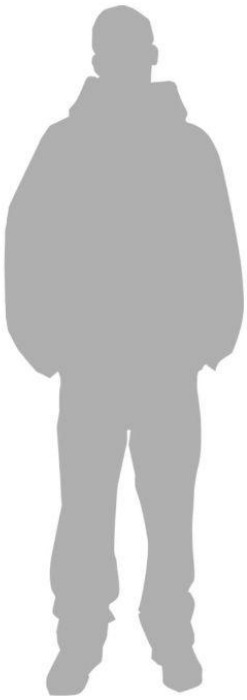
PASSIVE PERCEPTION (10 + WIS Modifier)

ARMOR CLASS	INITIATIVE	HIT DICE

SPEED	HIT POINT MAX	INSPIRATION

CURRENT HIT POINTS

CLOTHING



HEAD

FACE

CHEST

BACK

HANDS

BELT

LEGS

FEET

BLOOD POINTS

HOLSTER (LOCATION ON BODY) / ITEM

HOLSTER (LOCATION ON BODY) / ITEM

EQUIPPED WEAPONS

WEAPON & ATTACK	DMG	WEAPON & ATTACK	DMG

WATER & RATION TRACKER

RATION TRACKER	WATER TRACKER
RATION QUANTITY	WATER QUANTITY

POCKETS (INVENTORY)

WEAPON NAME / WEAPON ATTACK / DAMAGE

BARREL

TACTICAL 1

TACTICAL 2

SCOPE

MAGAZINE

WEAPON NAME / WEAPON ATTACK / DAMAGE

BARREL

TACTICAL 1

TACTICAL 2

SCOPE

MAGAZINE

WEAPON NAME / WEAPON ATTACK / DAMAGE

BARREL

TACTICAL 1

TACTICAL 2

SCOPE

MAGAZINE

ACTIVE EFFECTS

HOBBIES

AMMO TRACKER

MAGAZINE 1	CURRENT	MAX
MAGAZINE 2	CURRENT	MAX
MAGAZINE 3	CURRENT	MAX
MAGAZINE 4	CURRENT	MAX
MAGAZINE 5	CURRENT	MAX
MAGAZINE 6	CURRENT	MAX
MAGAZINE 7	CURRENT	MAX

INVENTORY

SMALL PACK		
MEDIUM PACK		
LARGE PACK		

VEHICLE MANAGEMENT

VEHICLE STATS

VEHICLE TYPE

TOP SPEED

ROUND SPEED

PASSENGER LIMIT

MAX HP

ARMOR CLASS

MPG

TANK SIZE

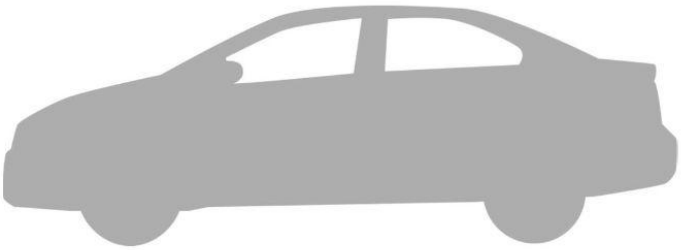
ENGINE STR

VEHICLE PARTS

BODY / MAIN HP

ENGINE HP

WINDOW HP



HEADLIGHT HP

WHEEL HP

VEHICLE INVENTORY