



# RESIDENT EVIL

## THE INFECTION

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

### ATTRIBUTES

#### PHYSICAL

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

#### SOCIAL

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

#### MENTAL

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

### ABILITIES

#### TALENTS

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Intuition \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Demolitions \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Escape Artist \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Steath \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

#### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Research \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

### ADVANTAGES

#### OTHER TRAITS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### BACKGROUNDS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### DERANGEMENTS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### DELIRIUM

0000000000

#### EXP

000000000000000000  
000000000000000000

#### HEALTH

Bruised   
Hurt -1   
Injured -1   
Wounded -2   
Mauled -2   
Crippled -5   
Incapacitated

#### WILLPOWER

0000000000  
□□□□□□□□□□

#### INFECTION

□□□□□□□□□□  
□□□□□□□□□□

#### WEAPONS

NAME	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

#### EQUIPMENT

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_