

THE LAST OF US

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Age:
Sex:
Residence:

Attributes

Physical

Strength _____ 0 0 0 0 0
Dexterity _____ 0 0 0 0 0
Stamina _____ 0 0 0 0 0

Social

Charisma _____ 0 0 0 0 0
Manipulation _____ 0 0 0 0 0
Appearance _____ 0 0 0 0 0

Mental

Perception _____ 0 0 0 0 0
Intelligence _____ 0 0 0 0 0
Wits _____ 0 0 0 0 0

Abilities

Talents

Alertness _____ 0 0 0 0 0
Athletics _____ 0 0 0 0 0
Brawl _____ 0 0 0 0 0
Empathy _____ 0 0 0 0 0
Expression _____ 0 0 0 0 0
Intimidation _____ 0 0 0 0 0
Intuition _____ 0 0 0 0 0
Leadership _____ 0 0 0 0 0
Streetwise _____ 0 0 0 0 0
Subterfuge _____ 0 0 0 0 0

Skills

Animal Ken _____ 0 0 0 0 0
Crafts _____ 0 0 0 0 0
Etiquette _____ 0 0 0 0 0
Firearms _____ 0 0 0 0 0
Melee _____ 0 0 0 0 0
Performance _____ 0 0 0 0 0
Security _____ 0 0 0 0 0
Ride _____ 0 0 0 0 0
Stealth _____ 0 0 0 0 0
Survival _____ 0 0 0 0 0

Knowledges

Academics _____ 0 0 0 0 0
City Secrets _____ 0 0 0 0 0
Investigation _____ 0 0 0 0 0
Law _____ 0 0 0 0 0
Linguistics _____ 0 0 0 0 0
Medicine _____ 0 0 0 0 0
Politics _____ 0 0 0 0 0
Trading _____ 0 0 0 0 0
Technology _____ 0 0 0 0 0
Science _____ 0 0 0 0 0

Advantages

Stunts

_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0

Backgrounds

_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0
_____ 0 0 0 0 0

Virtues

Conscience _____ 0 0 0 0 0
Self-Control _____ 0 0 0 0 0
Courage _____ 0 0 0 0 0

Humanity

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Infection

0 0 0 0 0 0 0 0 0 0

Health

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

Experience



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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

	0 0 0 0 0		0 0 0 0 0		0 0 0 0 0
	0 0 0 0 0		0 0 0 0 0		0 0 0 0 0
	0 0 0 0 0		0 0 0 0 0		0 0 0 0 0
	0 0 0 0 0		0 0 0 0 0		0 0 0 0 0

Derangements

Experience

TOTAL:



Gained From: _____

Languages

TOTAL SPENT:

Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Conceal	Pathos

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____



THE LAST OF US

Expanded Backgrounds

Allies

Mentor

Contacts, Major

Resources

Contacts, Minor

Retainers

Fame

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Animals

Misc

Residence

Location

Description



THE LAST OF US

History

Prelude

Goals

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Place of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Group Chart

Character Sketch

