

Project Infection©

HERO SHEET

Name:	Sex:	Age:	Height:	Weight:	Hair:
Hero Type:		Hero Build:		Blood Type:	Player:
Ability Score Score Temp STR = # CON = # DEX = # INT = # CHA = #	____ = HP: Base() + Build() + CON() + Misc() ____ = Fort Save: ½HP() + CON() + Build() + Misc() ____ = Will Save: CHA() + INT() + Misc() ____ = Social Defense: Base() + Will Save() + Misc()			Total Hit Points () CIP: Current: Bandaged: Infection Type: 25%() 50%() 75%() Current Infection Point:	
BackGround 12CIP: Optional _____	____ = Infection Score: Blood Base() + CON() + Misc() ____ = Speed: Base() + Build() + ½DEX() - Armor() + Misc()			Social Tolerance:____ Annoyance = 10 Notes	

Armor: _____ Total / Broken / Temp
Large Slots _____ Impact: ____ / ____ / ____ Gear Slots: _____
Small Slots _____ Ballistic: ____ / ____ / ____

Weapon & Damage Notes _____

Main Hand: _____ Range
Skill() + Bonus() = _____ + D10 = Attack Roll ()
Equipment Bonus: _____

Damage Type(): _____

Ammo: □□□□ □□□□ □□□□ □□□□ □□□□

Off Hand: _____ Range
Skill() + Bonus() = _____ + D10 = Attack Roll ()
Equipment Bonus: _____

Damage Type(): _____

Ammo: □□□□ □□□□ □□□□ □□□□ □□□□

Languages _____

1D10 + ____ = Defense Roll: ½Speed() + DEX() + Misc()

Infection Notes _____

Combat Skills

	Total	Base	Ranks	Misc
_____ DEX	____	= () + () + ()		
_____ DEX	____	= () + () + ()		
_____ DEX	____	= () + () + ()		
_____ STR	____	= () + () + ()		
_____	____	= () + () + ()		
_____	____	= () + () + ()		

Flip on
This Side



Misc/Thrown: _____ Range
Skill() + Bonus() = _____ + D10 = Attack Roll ()
Equipment Bonus: _____

Damage Type(): _____

Ammo: □□□□ □□□□ □□□□ □□□□ □□□□

Skill	Total =Base +Ranks +Misc
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$$\text{INT} = () + () + ()$$
$$\text{INT} = () + () + ()$$
[illegible]
$$-\frac{D_{\text{LA}}}{\lambda} \left(\frac{1}{\lambda} \right) \left(\frac{1}{\lambda} \right)$$

✓

1.

4.

Flip on this side

1.

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