

ZOMBIE

The World of Darkness

Name: _____ Concept: _____ Story: _____
Rate of Decay: lose 1 point of Physical Integrity every _____ days (= Resilience) Group Name: _____

ATTRIBUTES

Power
OOOOOOOOOO

Finesse
OOOOOOOOOO
(= Initiative)

Resilience
OOOOOOOOOO

ASPECTS

Autonomous Parts _____ O
Contagious _____ OOOO
Death's Voice _____ O
Limited Intelligence _____ O
Magic Resistance _____ OOOOO
Pack Instinct _____ OOOO
Preservation _____ OOO
Quick Movement _____ OOOOO
Regeneration _____ OOO
Sensitivity _____ OOOOO
Tough _____ OOOOO
Undead Strength _____ OOOOO
Vicious Bite _____ O

_____ OOOOO

WEAKNESSES

Brittle _____ O
Decomposition _____ OOOOO
Hunger _____ O
Intensely Stupid _____ O
Residual Memories _____ O
Short-Lived _____ O
Unholy _____ O

_____ OOOOO
_____ OOOOO

OTHER TRAITS

Indestructable: YES / NO
 ☐ ☐

Health
OOOOOOOOOOOO
□□□□□□□□□□

Physical Integrity
OOOOOOOOOO
□□□□□□□□□□

(NOT to exceed 10)

Chest
OOOO
□□□□

OO R. Arm
□□

OO R. Leg
□□

Head
OO
□□

L. Arm OO
□□

L. Leg OO
□□

(Physical Integrity/Autonomous Parts Integrity)

Size: _____ Armor: _____
Speed: _____ Defense: 0
(= to lowest of Power or Finesse)

Special Attacks
(+2 to Power)

BITE _____ O
TACKLE _____ O
CRUSHING GRIP _____ O
ENTANGLE _____ O
HAYMAKER _____ O

Vulnerability

_____ O

Info

