

END TIMES

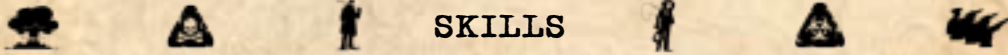
Name Age Unspent PP Total PP earned



ATTRIBUTES

Agility _____ Intelligence _____ Will _____
Awareness _____ Speed _____ Young _____
Charm _____ Strength _____ Old _____
Endurance _____ Hit Points

100 attribute points, min 1, max 20. Start with 10 Hit Points. 1 attribute point = 5 PP.



SKILLS

Skill Name	Attribute Levels	Skill Name	Attribute Levels	Skill Name	Attribute Levels
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000

Academic: 3, Athletics: 4, Combat: 6, Criminal: 5, Tech: 4, Investigation/Espionage: 5, Labor 3, Medical 4, People 3, Traditional 4, Time 10



FORMATIVE EXPERIENCES

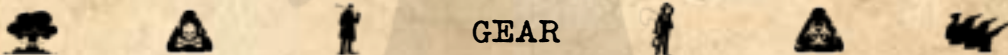
When I was _____, _____
happened and because of it I became _____

When I was _____, _____
happened and because of it I became _____

When I was _____, _____
happened and because of it I became _____

When I was _____, _____
happened and because of it I became _____

Choose 4 experiences between 10 years ago and today.



GEAR

1 PP = \$1,000



ADVANTAGES & DISADVANTAGES

Max 5 disadvantages.

**YOUNGER
SELF**

AGY _____ END _____ STR _____
 AWR _____ INT _____ WIL _____
 CHM _____ SPD _____

Hit Points

-40 from modern PC's attributes (min. 1). Start with 5 Hit Point. For each year (50 PP earned) +4 attributes, +1/2 Hit Point.

What they know:

At their worst they are:

At their best they are:

How they might oppose you:

Skill Name	Attribute	Levels	Skill Name	Attribute	Levels
_____	_____	00000	_____	_____	00000
_____	_____	00000	_____	_____	00000

Start with no skills unless an advantage provides them. Each year (50 PP earned) add 1 level of a skill the starting PC had.

GEAR

Start with no special equipment unless an advantage provides it.

**OLDER
SELF**

AGY _____ END _____ STR _____
 AWR _____ INT _____ WIL _____
 CHM _____ SPD _____

Hit Points

Assume attributes and Hit Points same as modern PC's until you find out otherwise.

Why they might oppose you:

Skill Name	Attribute	Levels	Skill Name	Attribute	Levels	Skill Name	Attribute	Levels
_____	_____	00000	_____	_____	00000	_____	_____	00000
_____	_____	00000	_____	_____	00000	_____	_____	00000
_____	_____	00000	_____	_____	00000	_____	_____	00000

Assume all the same skills modern PC has, and add additional skills as you discover older self has them.

GEAR

Start with up to \$5,000 worth of gear, but only that which the PC can carry.

DIFFERENCES BY APOCALYPSE

