







END TIMES

Name _____

Age _____







Unspent PP _____

Total PP earned _____

   **ATTRIBUTES**   







AGY _____	INL _____	WIL _____
AWR _____	SPD _____	YNG _____
CHM _____	STH _____	OLD _____
END _____	Hit Points	

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

   **SKILLS**   







Name	Attribute	Levels	Name	Attribute	Levels
_____	_____	OOOOO	_____	_____	OOOOO
_____	_____	OOOOO	_____	_____	OOOOO
_____	_____	OOOOO	_____	_____	OOOOO
_____	_____	OOOOO	_____	_____	OOOOO

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**   

Whip

1 PP = \$1,000

   **ADVANTAGES & DISADS**   

Max 3 disads.

**YOUNGER
SELF**

AGY _____ END _____ STH _____
AWR _____ INL _____ 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 _____ STH _____
AWR _____ INL _____ 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