## All Flesh Must Be Eaten Inspired Character Sheet

Character Name			Player Name						
Description				Concept					
Primary		Secondary Attributes							
Strength		Intelligence		e Points	NE SEA				
Dexterity	Percept	Perception		durance Points					
Constitution	Willpow	Willpower		ed					
	· · · · · · · · · · · · · · · · · · ·	Ess	ence Pool			Experience	ce:		
Primary Attribute Life Points = [10 + (CON+)	s: 1 per 1 thru lvl 5; lv STR) x 4] + Misc		N+STR+WILL	) x 3 Essence = Total of	Primaries + Misc	: 	Speed = (CON+DEX	X) x 2	
	Qualities (		Drawbacks (up to 10 po			points)			
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Metaphysics (15 points)			Skills (25 points)						
Power	Level	Skill	Level	Skill	Level		Skill	Level	
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Specialization: costs 1 pt = +2 bonus on Task Rolls Skills: 1 per 1 thru level 5; further levels @ 3 pts each Special Skills: 2 per 1 thru lvl 5, further levels @ 5 pts each