

WORLD OF LAZARUS™

DISTINCTIVE FEATURES

Blank space for distinctive features.

LEVEL

MOVE

IN YARDS

RUN

IN YARDS

SPEED DEFENSE TOUGHNESS ARMOR PENALTY HEALTH

Five circular progress indicators for Speed, Defense, Toughness, Armor, and Penalty. The 'Armor' indicator is partially filled.

ARMOR TYPE

TOUGHNESS MODE

TALENTS, SPECIALIZATIONS, & AUGMENTATIONS

Large blank area for talents, specializations, and augmentations.

WEAPON ATTACK ROLL DAMAGE

Table with 3 columns: WEAPON, ATTACK ROLL, DAMAGE. Three rows for data entry.

EQUIPMENT

RESOURCES

Blank area for equipment.

Blank area for resources.

PREFERRED STUNTS & OTHER NOTES

EXPERIENCE

Blank area for preferred stunts and other notes.

Blank area for experience.

CHARACTER BACKGROUND

Blank area for character background.

NAME

Blank space for name.

AGE

HEIGHT & WEIGHT

Blank space for age, height, and weight.

BACKGROUND

Blank space for background.

SOCIAL CLASS

Blank space for social class.

PROFESSION

Blank space for profession.

DRIVE

Blank space for drive.

FAMILY/ ALLEGIANCE

Blank space for family/allegiance.

ACCURACY

Progress indicator for accuracy.

RATING

COMMUNICATION

Progress indicator for communication.

RATING

CONSTITUTION

Progress indicator for constitution.

RATING

DEXTERITY

Progress indicator for dexterity.

RATING

FIGHTING

Progress indicator for fighting.

RATING

INTELLIGENCE

Progress indicator for intelligence.

RATING

PERCEPTION

Progress indicator for perception.

RATING

STRENGTH

Progress indicator for strength.

RATING

WILLPOWER

Progress indicator for willpower.

RATING

RELATIONSHIPS, SOCIAL TIES

Blank area for relationships and social ties.

MORAL COMPROMISES & EFFECTS

Blank area for moral compromises and effects.