

SURVIVOR NAME:

PLAYER NAME:

CXP

- | | |
|----|--------------------------------------|
| 1 | |
| 2 | +1 Bonus Action OR +1 Campaign Skill |
| 3 | |
| 4 | |
| 5 | +1 Bonus Action OR +1 Campaign Skill |
| 6 | |
| 7 | |
| 8 | +1 Bonus Action OR +1 Campaign Skill |
| 9 | |
| 10 | |
| 11 | +1 Bonus Action OR +1 Campaign Skill |
| 12 | |
| 13 | |
| 14 | +1 Bonus Action OR +1 Campaign Skill |
| 15 | |
| 16 | |
| 17 | +1 Bonus Action OR +1 Campaign Skill |
| 18 | |
| 19 | |
| 20 | +1 Bonus Action OR +1 Campaign Skill |

CAMPAIGN SKILLS

(Blue Level)

- | | |
|---|--------------------------|
| Combat reflexes | <input type="checkbox"/> |
| Destiny | <input type="checkbox"/> |
| Hoard | <input type="checkbox"/> |
| Hold your nose | <input type="checkbox"/> |
| Home defender | <input type="checkbox"/> |
| Jump | <input type="checkbox"/> |
| Lifesaver | <input type="checkbox"/> |
| Low profile | <input type="checkbox"/> |
| Rotten | <input type="checkbox"/> |
| Sidestep | <input type="checkbox"/> |
| Starts with 2 AP | <input type="checkbox"/> |
| Starts with an Ammo card
(Plenty of Bullets OR Plenty of Shells) | <input type="checkbox"/> |
| Steady hand | <input type="checkbox"/> |
| Trick Shot | <input type="checkbox"/> |

BONUS ACTIONS

(Once per Mission)

Reserve Spent

- | | |
|---|--------------------------|
| 1 | <input type="checkbox"/> |
| 2 | <input type="checkbox"/> |
| 3 | <input type="checkbox"/> |
| 4 | <input type="checkbox"/> |
| 5 | <input type="checkbox"/> |
| 6 | <input type="checkbox"/> |
| 7 | <input type="checkbox"/> |

Equipment Kept

Campaign Achievements



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Equipment Kept

Campaign Achievements

