

# School Survival Transcript

## Vitals

## Student Information

Student Picture	Last Name	First Name	Middle Name	Sanity Level	Modifier	Xtra Dmg
	Size	Gender	Age	<input type="checkbox"/> Sanity Rolls per use <input type="checkbox"/> No Inspiration <input type="checkbox"/> d4 Lanugage Rolls <input type="checkbox"/> No Language Rolls, d4 Checks, No Full Heal <input type="checkbox"/> No Checks, Attack Teammate Save, No Heal <input type="checkbox"/> Suicidal, Cannot recover more than Mania		
	House	Specialty	Speed	Luck	Head ○○○○○○○○	Equipped _____ <input type="checkbox"/> Skill _____ Threshold _____
	Action Count	Accuracy Die	Level		Chest ○○○○○○○○	Equipped _____ <input type="checkbox"/> Skill _____ Threshold _____
<b>Skills</b>						

	Skill Name	d12?	Grade	Mod	Skill Name	d12?	Grade	Mod	DT
<b>Physical</b>	Agility	○			Art	○			<b>Arts</b>
	Coordination	○			Dance	○			
	Reflex	○			Illusion	○			
	Strength	○			Music	○			
	Vitality	○			Theater	○			
<b>Mental</b>	Confidence	○			Storytelling	○			<b>Sciences</b>
	Leadership	○			Biology	○			
	Resolve	○			Chemistry	○			
	Sanity	○			Computers	○			
	Will	○			Electrical	○			
<b>Survival</b>	Fight	○			Engineering	○			<b>Language</b>
	Guns	○			Math	○			
	Investigation	○			Physics	○			
	Perception	○			Business	○			
	Stealth	○			Deception	○			
<b>Knowledge</b>	Survival	○			English	○			
	History	○			Interrogation	○			
	Intuition	○			Intimidation	○			
	Religion	○			Romance	○			
	Tact	○				○			
Trivia	○				○				

Right Arm ○○○○○○  
 Equipped \_\_\_\_\_  
 Skill \_\_\_\_\_  
 Threshold \_\_\_\_\_  
 Weapon \_\_\_\_\_  
 Skill \_\_\_\_\_ Mod \_\_\_\_\_  
 Damage \_\_\_\_\_

Left Arm ○○○○○○  
 Equipped \_\_\_\_\_  
 Skill \_\_\_\_\_  
 Threshold \_\_\_\_\_  
 Weapon \_\_\_\_\_  
 Skill \_\_\_\_\_ Mod \_\_\_\_\_  
 Damage \_\_\_\_\_

Right Leg ○○○○○○  
 Equipped \_\_\_\_\_  
 Skill \_\_\_\_\_  
 Threshold \_\_\_\_\_

Left Leg ○○○○○○  
 Equipped \_\_\_\_\_  
 Skill \_\_\_\_\_  
 Threshold \_\_\_\_\_

Inventory

Custom Actions

Merits

Merits

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Demerits

Standard Actions		
Attack	Aid	Disengage
Block	Move	Use
Riposte	Hide	Interact
Dodge	Grapple	Give

Demerits

