

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)

- +1 Steam die: Combat
- Combat reflexes
- Destiny
- Emergency refill
- Hold your nose
- Home defender
- Lifesaver
- Low profile
- Quick draw
- Sidestep
- Starts with +1 Health
- Starts with 2 AP
- Starts with a Steam Bottle
- Starts with an Ammo card  
(Plenty of Bullets OR Plenty of Shells)
- Steady hand
- Toolbox

### BONUS ACTIONS

(Once per Mission)

RESERVE    SPENT

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

### EQUIPMENT KEPT

### POSSE

