

HF-1

Hopefinder Survivor Identification Record

Narrator ID No. _____

FORM (V1.0 Rev. October 2032)
Prepared by Minotaur Games

(For use by players of the Hopefinder RPG, a Hack of Pathfinder Second Edition)

▶ See separate instructions for each line.

▶ Keep a copy for your records

1 Legal name of Individual	2 Ancestry	3 Age	4 Pronouns
----------------------------	------------	-------	------------

5 Ability Bonuses

STR
Strength

DEX
Dexterity

CON
Constitution

INT
Intelligence

WIS
Wisdom

CHA
Charisma

7 Armor Class

AC = 10 + Dex + Prof + Armor

RES Type _____

PROFICIENCY

Light Armor	Heavy Armor	Shields
<input type="text"/>	<input type="text"/>	NA
U T E M L	U T E M L	

10 Hit Points

	LV	Hit Points
	1	8 + Con
	2	4 + Con
	3	4 + Con
	4	4 + Con
	5	4 + Con

Damage

Bruises	Maximum HP

11 Level	12 Hope

13 Perception	Senses
<input type="text"/>	<input type="text"/>
= <input type="text"/> + <input type="text"/>	PROFICIENCY
Wis Prof	<input type="text"/>
	U T E M L

6 Speed

MAX	CURRENT

8 Saving Throws

FORTITUDE	REFLEX	WILL
<input type="text"/>	<input type="text"/>	<input type="text"/>
Con Prof	Dex Prof	Wis Prof
= +	= +	= +

PROFICIENCY

Fortitude	Reflex	Will
<input type="text"/>	<input type="text"/>	<input type="text"/>
U T E M L	U T E M L	U T E M L

14 Conditions and Allergies

Number of Times Exposed to Z Plague	<small>If >3 see the Sgt at Arms Immediately</small>	Have You Received a dose of Z-Noc? <input type="checkbox"/> Y <input type="checkbox"/> N
--	---	---

9 Skills

Acrobatics	<input type="text"/>	=	<input type="text"/> Dex	+	<input type="text"/> Prof	PROFICIENCY	<input type="text"/>
							U T E M L
Athletics	<input type="text"/>	=	<input type="text"/> Str	+	<input type="text"/> Prof		U T E M L
Computers	<input type="text"/>	=	<input type="text"/> Int	+	<input type="text"/> Prof		U T E M L
Crafting	<input type="text"/>	=	<input type="text"/> Int	+	<input type="text"/> Prof		U T E M L
Deception	<input type="text"/>	=	<input type="text"/> Cha	+	<input type="text"/> Prof		U T E M L
Diplomacy	<input type="text"/>	=	<input type="text"/> Cha	+	<input type="text"/> Prof		U T E M L
Driving	<input type="text"/>	=	<input type="text"/> Dex	+	<input type="text"/> Prof		U T E M L
Intimidation	<input type="text"/>	=	<input type="text"/> Cha	+	<input type="text"/> Prof		U T E M L
Lore	<input type="text"/>	=	<input type="text"/> Int	+	<input type="text"/> Prof		U T E M L
Machinery	<input type="text"/>	=	<input type="text"/> Wis	+	<input type="text"/> Prof		U T E M L
Medicine	<input type="text"/>	=	<input type="text"/> Wis	+	<input type="text"/> Prof		U T E M L
Performance	<input type="text"/>	=	<input type="text"/> Cha	+	<input type="text"/> Prof		U T E M L
Society	<input type="text"/>	=	<input type="text"/> Int	+	<input type="text"/> Prof		U T E M L
Stealth	<input type="text"/>	=	<input type="text"/> Dex	+	<input type="text"/> Prof		U T E M L
Survival	<input type="text"/>	=	<input type="text"/> Wis	+	<input type="text"/> Prof		U T E M L
Thievery	<input type="text"/>	=	<input type="text"/> Dex	+	<input type="text"/> Prof		U T E M L

15 Feats

	Survivor Creation	BACKGROUND _____
		↳ Skill Feat _____
		Basic Feat #1 _____
		Basic Feat #2 _____
	Flashbacks	Flashback ROLE _____
		↳ Role Ability _____
		↳ Role Traits _____
		Before Feat _____
		Fall Feat _____
		Respite Feat _____
		Depths Feat _____
		Hope Feat _____
	Levels	2nd Lv Skill Feat _____
		3rd Lv Open Feat _____
		4th Lv Skill Feat _____
		5th Lv Open Feat _____
	Bonus	_____

HF-2

FORM (V1.0 Rev. October 2032)
Prepared by Minotaur Games

Hopefinder Inventory Record Sheet

(For use by players of the Hopefinder RPG, a Hack of Pathfinder Second Edition)

▶ See separate instructions for each line.

▶ Keep a copy for your records

Narrator ID No. _____

1 Legal name of Inventory Owner	2 Str Mod	WARNING: Carrying Bulk in excess of 5 + your Str Mod carries a penalty up to and including the encumbered condition.
---------------------------------	-----------	--

3 Armor, Clothing, and Shields								
Name	Type	AC	Traits	Speed	Resist	Bulk	Break	Dings

4 Weapon Proficiencies

SIMPLE MELEE

U	T	E	M	L

MARTIAL MELEE

U	T	E	M	L

SIMPLE RANGED

U	T	E	M	L

MARTIAL RANGED

U	T	E	M	L

5a Weapon	Attack Bonus	Traits	Range	Ammo
	<input type="text"/>		Clip	
Si <input type="checkbox"/> Me <input type="checkbox"/> Type	Damage	Hands	Reload	Dings
Ma <input type="checkbox"/> Ra <input type="checkbox"/> Barter		Bulk		
		Break		
5b Weapon	Attack Bonus	Traits	Range	Ammo
	<input type="text"/>		Clip	
Si <input type="checkbox"/> Me <input type="checkbox"/> Type	Damage	Hands	Reload	Dings
Ma <input type="checkbox"/> Ra <input type="checkbox"/> Barter		Bulk		
		Break		
5c Weapon	Attack Bonus	Traits	Range	Ammo
	<input type="text"/>		Clip	
Si <input type="checkbox"/> Me <input type="checkbox"/> Type	Damage	Hands	Reload	Dings
Ma <input type="checkbox"/> Ra <input type="checkbox"/> Barter		Bulk		
		Break		

6 Gear

STOWED ITEMS WARNING: List all worn items (other than armor and clothing) and items in a backpack here. List the backpack as a READY item.

Roll	Name	Type	Barter	Bulk	Break	Dings
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

READY ITEMS Ready items include weapons, backpacks, tools, and other gear critical to survival. Ready weapons and tools can be drawn with one action.

Roll	Name	Type	Barter	Bulk	Break	Dings
1						
2						
3						
4						
5						
6						
7						
8						
↓	List Armor and Clothing below and fill out information in Box 3.					
9						
10						

Tool Belt May hold up to 4 items. List Tool Belt as a STOWED item.

1					
2					
3					
4					

Random Item Damage

Survivors who take damage to a random item should roll d10 and ding an item on the Ready item table. If a blank entry is rolled, move to the next highest item. Skip destroyed items. If you leave the table, or the backpack is rolled, roll d20 and ding a Stowed item. If a tool belt is rolled, roll d4 and ding a tool. If you leave the Stowed table, take a bruise instead.

1 Legal name of Survey Subject		A completed survey is REQUIRED for all Survivors. Failure to comply may result in the narrator making up even worse stuff.
2 Physical Description	3 Personality Description	
4 Emergency Contact A person you care about	5 Known Enemies A person you despise	
Spouse <input type="checkbox"/> Partner <input type="checkbox"/> Relative <input type="checkbox"/> Friend <input type="checkbox"/> Other _____	Ex <input type="checkbox"/> Rival <input type="checkbox"/> Secret <input type="checkbox"/> Traitor <input type="checkbox"/> Other _____	
6 What keeps you going?	7 What is holding you back?	

8 Survey

BEFORE Who were you before the Z Plague? What did you do for a living? Describe a brief moment or interaction that is emblematic of your former life to serve as your first FLASHBACK.

Role

FALL Where were you when the world came undone? Did you encounter one of the Dead? Did the plague infect someone you know? Describe the moment when it became personal to you.

RESPITE One memory from the nightmarish days of the Fall stands out as a brief time of joy or happiness, set against the bleakness of a dying world. Describe this cherished memory.

DEPTHS What was your worst day during the Fall, when all seemed lost and you had to face the hardest choice of your life? Describe the moment from that day that wakes you up at night.

HOPE When did you realize that you might survive after all? What was the turning point that gave you hope for a better future? Describe the moment when you realized that the Fall was not the end?