

ATTRIBUTES	
Strength	Damage
Agility	Fatigue
Wits	Confusion
Empathy	Doubt

CONDITIONS	
Starving O	Dehydrated 🛛
Sleepless	Hypothermic
Critical Injuries:	
Loge Law	

SKILLS	
Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	

ROT POINTS	10

EXPERIENCE POINTS									
0	0	0	0	\bigcirc	0	0	0	0	0
						\bigcirc			

Name:	Role:
APPEARANCE	TALENTS
Face:	
Body:	
Clothing:	
and the second	
GEAR	
1	
2	MUTATIONS
3	
4	
6	
7	
8	MUTATION POINTS
9	
10	ARMOR
Bullets:	
WEAPONS Bonus	s Damage Range Special

RELATIONSHIPS		m All	P. I	Buddy
PC 1:				0
PC 2:	Call Maria			0
PC 3:		and the second	1411	
PC 4:	all the said	A subserve		0
l Hate:		Selvera Hor	WINE CE	A. C.
I Need to Protect:	and the second			a and
My Big Dream:	A Martine State		S. Salata	COURSES



PEOPLE I'VE MET	Role	Notes
State State		
-	La constantina de la	
	2 Sinola	
	1	

MY DEN	TINY ITEMS	the the state	Label 1
Description:	A. E.		
Gear Stashed:			
	11 22-5-11	The The second	
		And the second second	

NOTES		
1. 17. 1		
	and the second second second	
And States and States and		
	A second s	