



<b>Attributes</b>		
STRENGTH	2	Damage 00000
AGILITY	3	
WITS	4	Stress 000000000
EMPATHY	5	
<b>Conditions</b>		
Starving		Dehydrated
Sleepless		Hypothermic
<i>Critical Injuries</i>		
<b>SKILLS</b>		
Endure (STR)		-
Force (STR)		-
Fight (STR)		2
Handy-man (STR)		1
Sneak (AGI)		3
Dexterity (AGI)		2
Drive (AGI)		-
Shoot (AGI)		3
Scavenger (WITS)		3
Observation (WITS)		2
Comprehend (WITS)		1
Manipulate (EMP)		3
Heal (EMP)		-
Pilot (AGI)		-
Science (WITS)		-
Technology (WITS)		-
Animal Handling (EMP)		-
Demolitions (EMP)		-

<b><u>NAME</u></b>
Johnny CAMPBELL
<b>Appearance</b>
<i>Face</i> Chiselled look with pock-marks
<i>Body</i> Average but quite athletic and muscular
<i>Clothes</i> Kitchen overalls and an apron
<b>Gear</b>
1 Keys to the Kitchen Stores, Room 3
2 Keys to the greenhouse
3 Roller-skates (+1 DICE to Dexterity actions that involve moving)
4
5
6
7
8
9
10

<b>Role</b>	
Cook	
<b>Talents</b>	
<i>FAST DRAW</i> (you can draw a weapon as a free action)	
<i>GOOD FOOTWORK</i> (you get +2 when defending in close combat)	
<b>Armour</b>	Rating
When wearing a heavy outdoor coat	1
<b>Weapons</b>	None
<b>Character Notes</b>	
1 Keys to the Kitchen stores and Storage Room 3	
2 You have a secret you want to keep	
3 You like GARNER, even though he's not good at his job	
4 You don't like LANCASTER – don't trust loners	
5 You let McHANON raid the fridge late at night	