



Attributes			
STRENGTH	4	Damage 000000	
AGILITY	2		
WITS	3	Stress 000000	
EMPATHY	3		
Conditions			
Starving		Dehydrated	
Sleepless		Hypothermic	
<i>Critical Injuries</i>			
SKILLS			
Endure (STR)		2	
Force (STR)		3	
Fight (STR)		2	
Handy-man (STR)		3	
Sneak (AGI)		-	
Dexterity (AGI)		1	
Drive (AGI)		1	
Shoot (AGI)		-	
Scavenger (WITS)		1	
Observation (WITS)		2	
Comprehend (WITS)		1	
Manipulate (EMP)		-	
Heal (EMP)		-	
Pilot (AGI)		-	
Science (WITS)		-	
Technology (WITS)		3	
Animal Handling (EMP)		-	
Demolitions (EMP)		1	

<u>NAME</u>
Arnold CARPENTER
Appearance
<i>Face</i> Cheerful and round, black man
<i>Body</i> Stocky and strong, lean
<i>Clothes</i> Grubby mechanic overalls with heavy boots
Gear
1 Keys to Storage Rooms 1, 2, 5 & 6
2 Tool kit (+1 to Tech & Handyman rolls)
3 Keys to the Tractor
4 Stash of dope
5
6
7
8
9
10

Role	
Mechanic	
Talents	
MOTOR HEAD (+1 DICE to use a vehicle to ram someone, and to repair a vehicle)	
HARD HITTER (+2 DICE to FIGHT if you take no other action that turn)	
GEAR HEAD (You can Jury-rig items from scrap)	
Armour	Rating
When wearing a heavy outdoor coat	1
Weapons	Iron Bar / Tyre Iron
Character Notes	
1	Key to Mechanic Storage Rooms
2	Stash of dope hidden in your room
3	You are friends with SANDERS, but get on with everyone. You think PUGH is a spoiled rich kid
4	STEELE and PUGH don't seem to like you much
5	When not getting stoned you can make up little devices and mechanical gizmos