



Attributes			
STRENGTH	4	Damage 000000	
AGILITY	2		
WITS	5	Stress 0000000	
EMPATHY	2		
Conditions			
Starving		Dehydrated	
Sleepless		Hypothermic	
<i>Critical Injuries</i>			
SKILLS			
Endure (STR)		1	
Force (STR)		-	
Fight (STR)		2	
Handy-man (STR)		1	
Stealth (AGI)		2	
Dexterity (AGI)		1	
Drive (AGI)		2	
Shoot (AGI)		2	
Scavenger (WITS)		1	
Observation (WITS)		2	
Comprehend (WITS)		4	
Manipulate (EMP)		1	
Heal (EMP)		1	
Pilot (AGI)		-	
Science (WITS)		-	
Technology (WITS)		-	
Animal Handling (EMP)		-	
Demolitions (EMP)		-	

<u>NAME</u>
Michael J GARNER
Appearance
<i>Face</i> Burly and clean-shaven
<i>Body</i> Tall and heavy set, but not fat
<i>Clothes</i> Shirt with top button done up, sleeves rolled down. Slacks.
Gear
1 Master Key set
2 Revolver (+3)
3
4
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Role	
Station Commander	
Talents	
<i>COOL HEAD</i> (you can use WITS instead of AGI for Stealth & Dexterity rolls)	
<i>WORKHORSE</i> (+2 DICE when making a roll related to the Base)	
Armour	Rating
When wearing a heavy outdoor coat	1
Weapons	Colt .45 Revolver
Character Notes	
1 .45 REVOLVER (+3), with 12 old rounds	
2 Master Key to all the stores	
3 You are friends with PUGH & CAMPBELL	
4 McHANON & CARPENTER make fun of you	
5 As Commander you get a +2 DICE bonus to one roll during the game.	