



<b>Attributes</b>			
STRENGTH	4	Damage 00000000	
AGILITY	4		
WITS	3	Stress 000000	
EMPATHY	3		
<b>Conditions</b>			
Starving		Dehydrated	
Sleepless		Hypothermic	
<i>Critical Injuries</i>			
<b>SKILLS</b>			
Endure (STR)		1	
Force (STR)		-	
Fight (STR)		1	
Handy-man (STR)		2	
Sneak (AGI)		-	
Dexterity (AGI)		1	
Drive (AGI)		-	
Shoot (AGI)		3	
Scavenger (WITS)		1	
Observation (WITS)		2	
Comprehend (WITS)		2	
Manipulate (EMP)		2	
Heal (EMP)		-	
Pilot (AGI)		3	
Science (WITS)		-	
Technology (WITS)		1	
Animal Handling (EMP)		-	
Demolitions (EMP)		1	

<b><u>NAME</u></b>
Ron J McHANON
<b>Appearance</b>
<i>Face</i> Has seen too much, long hair and beard
<i>Body</i> Wiry and athletic
<i>Clothes</i> Old leather jacket and jeans
<b>Gear</b>
1 Keys to Pilots Shack
2 Keys to Storage Room 1 & 5
3 Pump-action Shotgun (+2)
4 Tool kit (+1 to Tech & Handyman rolls)
5 Keys to the Helicopter
6
7
8
9
10

<b>Role</b>	
Helicopter Pilot & Mechanic	
<b>Talents</b>	
<b>COMBAT VETERAN</b> (+2 to Initiative rolls)	
<b>WEAPON SPECIALIST</b> (+2 DICE when shooting with the Shotgun)	
<b>Armour</b>	<b>Rating</b>
Leather Jacket (+ heavy outdoor coat)	1 (2)
<b>Weapons</b>	
Shotgun	
<b>Character Notes</b>	
1 Keys to Mechanic storage (rooms 1 & 5)	
2 Shotgun (+2) and 20 rock salt shells	
3 You are friends with STEELE and CAMPBELL	
4 GARNER is a rubbish commander	
5 You live in your stack, but have an allocated room in the compound	