



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

<u>NAME</u>
Anders MÖRK
Appearance
<p><i>Face</i> Deep blue eyes, huge ginger beard</p> <p><i>Body</i> He's a Viking...</p> <p><i>Clothes</i> Dirty and torn heavy working overalls. Is that a blood stain?</p>
Gear
1
2
3
4
5
6
7
8
9
10

Role	
Swedish Mechanic	
Talents	
<i>BARGE THROUGH</i> (can use STR instead of AGI when rolling DEXTERITY)	
<i>STOIC</i> (+1 Dice to all ENDURE or COMPREHEND rolls)	
Armour	Rating
(+1 when wearing a heavy coat)	2 (3)
Weapons	None
Character Notes	
1	You have seen it with your own eyes, and get +2 dice to COMPREHEND rolls to resist seeing horrors
2	You have lost everything – your friends are dead. Escaping alive is your only hope now
3	You are new here – and have no access to anything without asking permission
4	
5	