



Attributes		
STRENGTH	2	Damage 000000
AGILITY	4	
WITS	5	Stress 00000000
EMPATHY	3	
Conditions		
Starving		Dehydrated
Sleepless		Hypothermic
<i>Critical Injuries</i>		
SKILLS		
Endure (STR)		1
Force (STR)		-
Fight (STR)		1
Handy-man (STR)		-
Sneak (AGI)		3
Dexterity (AGI)		2
Drive (AGI)		1
Shoot (AGI)		1
Scavenger (WITS)		2
Observation (WITS)		2
Comprehend (WITS)		2
Manipulate (EMP)		-
Heal (EMP)		-
Pilot (AGI)		-
Science (WITS)		3
Technology (WITS)		1
Animal Handling (EMP)		1
Demolitions (EMP)		-

<u>NAME</u>
Harold PUGH
Appearance
<i>Face</i> Clean-shaven and youthful, with lanky hair.
<i>Body</i> Tall, thin and wiry. Well-groomed.
<i>Clothes</i> Lab coat and plimsolls
Gear
1 Laboratory equipment
2 Keys to the laboratory and Storage Room 4
3 Secret key to the dog kennels
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Role	
Scientist	
Talents	
<i>LIGHT EATER</i> (you only need eat every other day to maintain your strength)	
<i>FLY-WEIGHT</i> (when defending in close combat you can use AGI instead of STR)	
<i>INGENIOUS</i> (+2 DICE when trying to invent new Science experiments)	
Armour	Rating
When wearing a heavy outdoor coat	1
Weapons	
None	
Character Notes	
1 Key to the Laboratory and Storage Room 4	
2 LANCASTER gave you a key to the kennels	
3 You are friends with STEELE and GARNER	
4 CAMPBELL and CARPENTER think you're a spoiled rich kid know-it-all	
5 You love the dogs and spend a lot of time with them – they love you back	