



Attributes			
STRENGTH	3	Damage 000000	
AGILITY	3		
WITS	4	Stress 0000000	
EMPATHY	3		
Conditions			
Starving		Dehydrated	
Sleepless		Hypothermic	
<i>Critical Injuries</i>			
SKILLS			
Endure (STR)		2	
Force (STR)		-	
Fight (STR)		2	
Handy-man (STR)		2	
Sneak (AGI)		1	
Dexterity (AGI)		2	
Drive (AGI)		1	
Shoot (AGI)		1	
Scavenger (WITS)		-	
Observation (WITS)		3	
Comprehend (WITS)		1	
Manipulate (EMP)		-	
Heal (EMP)		-	
Pilot (AGI)		1	
Science (WITS)		-	
Technology (WITS)		3	
Animal Handling (EMP)		-	
Demolitions (EMP)		1	

<u>NAME</u>
Tony SANDERS
Appearance
<i>Face</i> Youthful with wild hair and always wears sunglasses
<i>Body</i> Short with an average build.
<i>Clothes</i> T Shirt and jeans
Gear
1 Toolkit (+1 to Tech and Handyman rolls)
2 Keys to the Radio Shack
3 Keys to Storage Rooms 1, 5 & 6
4 A secret stash of dope (in the Radio Shack)
5
6
7
8
9
10

Role	
Electrician & Radio Operator	
Talents	
GADGETEER (+2 DICE when trying to understand something unfamiliar)	
NEVER SURRENDER (when you are broken by Damage you can get back up)	
Armour	Rating
When wearing a heavy outdoor coat	1
Weapons	None
Character Notes	
1	Key to the Radio Shack and Storage rooms
2	Stash of dope hidden in the Radio Shack
3	You like STEELE and CARPENTER
4	The crew are ok but GARNER is a bad leader
5	You know STEELE is an alcoholic