



Attributes			
STRENGTH	2	Damage	
AGILITY	3	00000	
WITS	4	Stress	
EMPATHY	5	000000000	
Conditions			
Starving		Dehydrated	
Sleepless		Hypothermic	
<i>Critical Injuries</i>			
SKILLS			
Endure (STR)		1	
Force (STR)		-	
Fight (STR)		1	
Handy-man (STR)		1	
Sneak (AGI)		1	
Dexterity (AGI)		2	
Drive (AGI)		1	
Shoot (AGI)		-	
Scavenger (WITS)		-	
Observation (WITS)		2	
Comprehend (WITS)		3	
Manipulate (EMP)		-	
Heal (EMP)		4	
Pilot (AGI)		-	
Science (WITS)		3	
Technology (WITS)		1	
Animal Handling (EMP)		-	
Demolitions (EMP)		-	

<u>NAME</u>
Richard STEELE
Appearance
<i>Face</i> Glasses, nose-ring, rosy cheeks
<i>Body</i> Average height, a bit over-weight
<i>Clothes</i> White coat while "on duty", or short-sleeve shirt and slacks
Gear
1 Medical Key set & Storage Room 4
2 Doctor's Bag
3 Whisky stash
4
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Role	
Outpost Doctor	
Talents	
THERAPIST (+2 DICE to heal someone broken by Stress)	
COWARD (if an attack his you roll Dexterity to dodge behind a nearby ally – if the roll succeeds they take the hit)	
Armour	Rating
When wearing a heavy coat	1
Weapons	None
Character Notes	
1	Key to the Medical Stores and cabinets
2	Alcoholic (need a drink per day)
3	You are friends with PUGH & SANDERS
4	You don't like CARPENTER & LANCASTER – they make fun of GARNER
5	You can concoct chemical mixtures