





	CONDITIONS			WA
100	Starving		Dehydrated	
	Sleepless		Hypothermic	
	Critical injuries:	1983		
	September 1			
	1000000			

SKILLS	
Endure (Strength)	
Force (Strength)	4
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	

STATISTICS IN	ROT POINTS
CAST SPEED	
Man harm	EXPERIENCE POINTS

Name:	Role:

APPEARANCE	
Face:	
Body:	
\$ "	
Clothing:	1000
0.00	

GEAR	
1	
2	- was a self that the
3	
4	
5	
6	
7	
8	
9	
10	
Bullets:	
WEAPONS	Bonus





WEAPONS	Bonus	Damage	Range	Special
				10000000000000000000000000000000000000

RELATIONSHIPS	Buddy
PC 1:	
PC 2:	
PC 3:	0
PC 4:	
I hate:	The state of
I need to protect:	
My Big Dream:	





PEOPLE I'VE MET	Role	Notes		-		
		9-43-44 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1				
A Company						* * * * * * * * * * * * * * * * * * * *
	Land of the state				10000	Section 1973
	The second					
Design of the second						
The same of the sa	L. E. C.					
			The state of the state of			
MY DEN	T. Carlot	2	TINY ITEMS	H	1 31	
Description:						
Gear stashed:						
	Marie Tale			W. 70		
ASSTRUMENT OF THE PROPERTY OF			Total Company			
	Section 1					
				Control of the second		
NOTES						
				1		
S. W. S.		Year Section				77
						34.2
			EY.			
					in the	
						The state of the s
	White has a secretary the second					
	The second desired		Control of the same			

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