



CONDITIONS	
Starving	Dehydrated
Sleepless	Hypothermic
Critical Injuries:	
ASS.	
A PARTY THE PARTY OF THE PARTY	

avilla Maria	76
SKILLS	VŽ
Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know Nature (Wits)	
Sense Emotion (Instinct)	
Dominate (Instinct)	
Heal (Instinct)	

ROT POINTS	
00000	
EXPERIENCE POINTS	

Name:		Role:	Age:
Animal Typ	pe:	Species:	Rank:

APPEARANCE	100
Fur/Skin:	
Face:	
Body:	
Clothing:	

GEAR	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
Ammunition:	

My Big Dream:

TALENTS	
A-SHIP	

	ANIMAL POWERS
	FERAL POINTS
	000000000000000000000000000000000000000
munition:	ARMOR Rating

WEAPONS	Bonus	Damage	Range	Special	

RELATIONSHIPS		Buddy
PC 1:		
PC 2:		
PC 3:		
PC 4:		
l Hate:		TANK.
I Need to Protect:		



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PEOPLE I'VE MET	Role	Notes			
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		Farm I			
	The same of the sa				
Party Control					704
					STATE OF STA
			- Carried State of the Control of th		
	33				
MY DEN			TINY ITEMS	CAMPAN AND A	
Description:					
Gear Stashed:					
Other:					
NOTES					
NOTES					
10 Table 1 Tab					
6 12 6					
		4			100 mg 100 mg
Charles and the second					