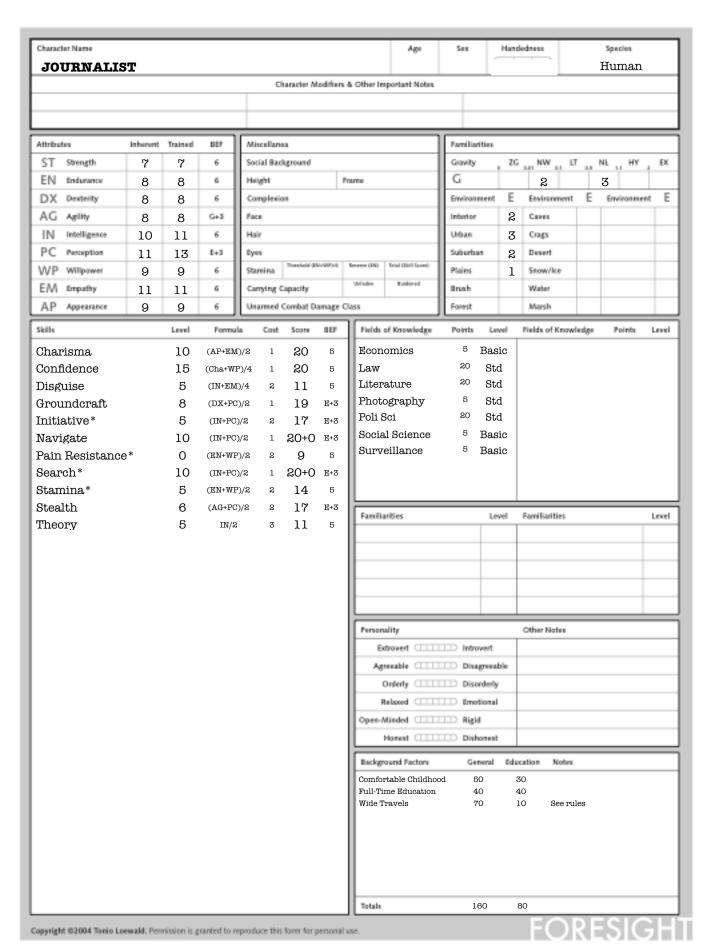
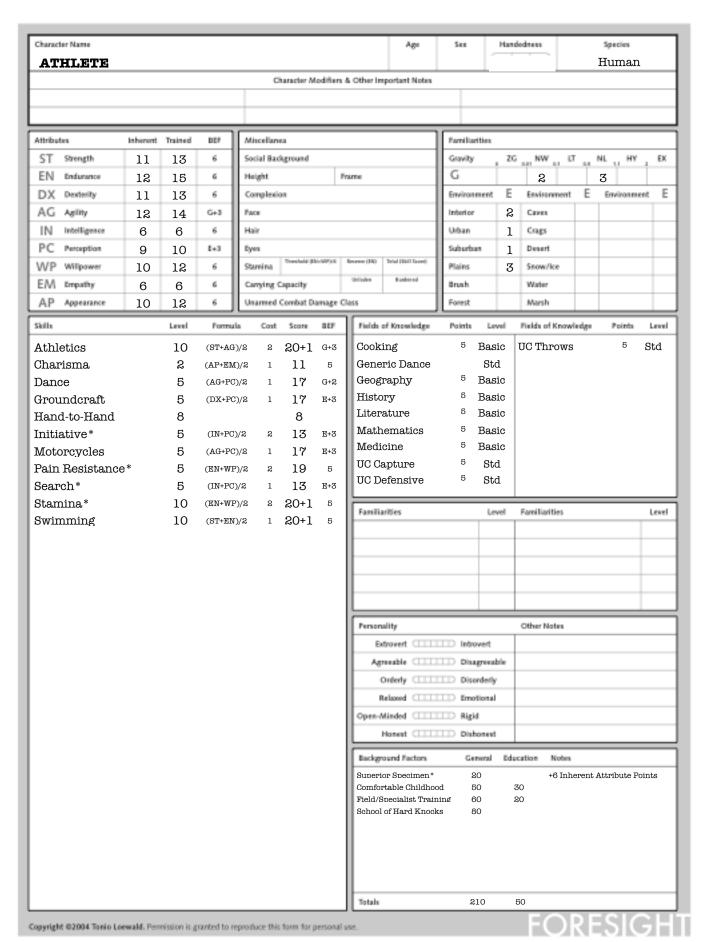
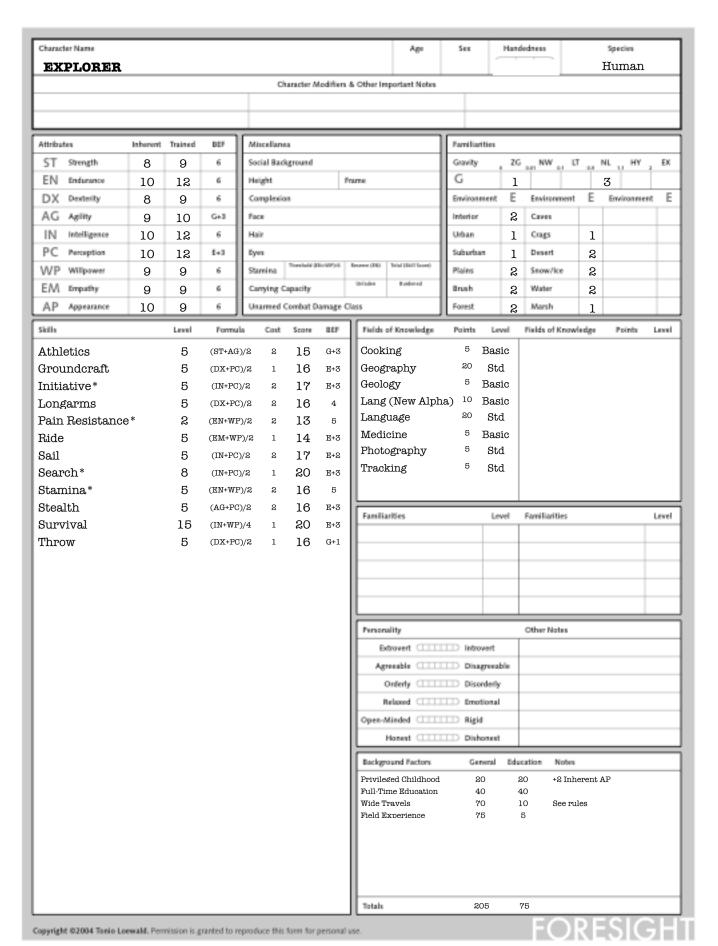
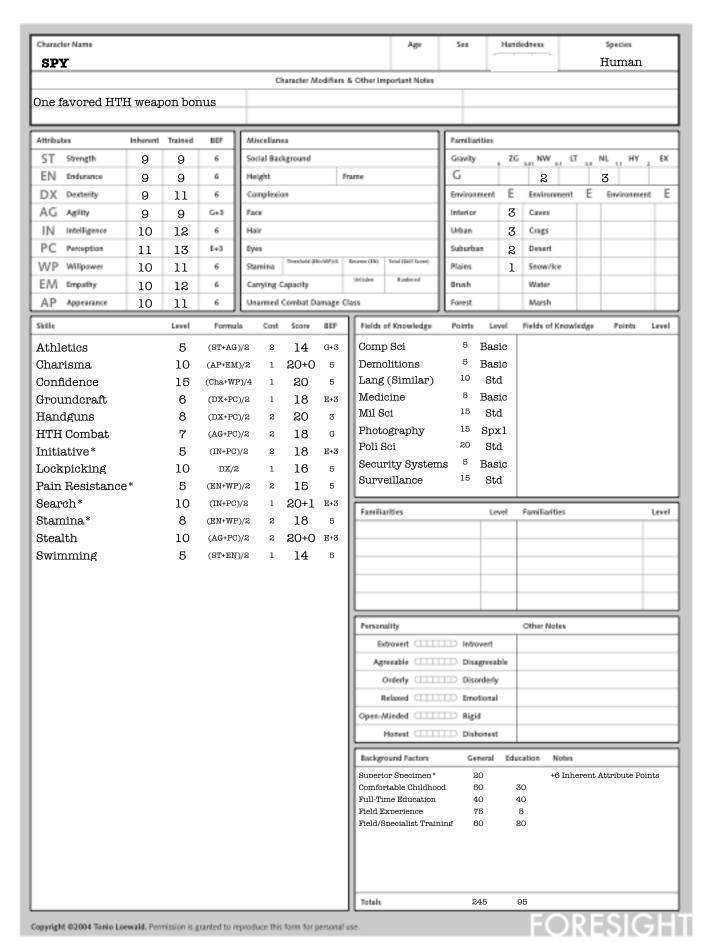
Character Name DETECTIVE								Age	Sex	Har	ndedness		Species Humai	n.
				c	haracter A	Modifien	& Other Imp	ortant Notes						
Attributes	Inherent	Trained	BEF	Miscellan	ea.				Familia	rities				
ST Strength	8	9	6	Social Bar	diground				Gravity	, 2	G NW	a LT	a NL , HY	EX
EN Endurance	8	9	6	Height			Frame		G		2		3	
DX Desterity	9	10	6	Complexi	on				Environ	ment E	Enviro	nment	E Environn	ent E
AG Agility	8	9	G+3	Face					Interior	3	Caves			
N Intelligence	10	12	6	Hair					Urban	3	Crags			
PC Perception	10	12	E+3	Eyes					Suburb	m 2	Deser	t		
WP Willpower	9	10	6	Stamina	Threshold 9	Bi-MPyr	Senerce (18)	head (Birll Same)	Plains	2	Snow	/lce		
EM Empathy	10	12	6	Carrying	Capacity		Utribalem	Bunbered	Brush	2	Water			
AP Appearance	9	9	6	Unarmed	Combat 0	Aamage (Class		Forest		Marsh	1		
Skills		Level	Formu	la Cost	Score	BEF	Fields of	Knowledge	Points	Level	Fields o	f Knowles	dge Points	Level
Athletics		5	(ST+AG)/2 2	14	G+3	Foren	sics	5	Basic				
Charisma		10	(AP+EM	1)/2	20+0	5	Law		20	Std				
Confidence		10	(Cha+WI	9)/4 1	15	5		graphy	5	Std				
Groundcraft		8	(DX+PC	3)/2 1	19	E+3	Surve	illance	5	Basic				
Handguns		8	(DX+PC	2)/2	19	3	1							
Initiative*		5	(IN+PC))/2 2	17	E+3	11							
Lockpicking		10	DX/2		15	5	1							
Longarms		5	(DX+PC		16	4	1							
Pain Resistance	e*	1	(EN+WP		11	5								
Search*		10	(IN+PC)		20+0		Familiar	ties		Level	Familia	rities		Level
Stamina*		3 5	(EN+WP		13	5 E+3								
Stealth		Ð	(AG+PC)/& &	16	Бто								
							Personal	ity			Other N	lotes		$\overline{}$
							_	overt CIII	□□ Into	overt				
							Agre	eable CIII	Disc	greeable				
							0	rderly CIII	Dise	orderly				
							Re	laxed III	□□ £mc	tional				
							Open-M	inded CIII	□□ Rigi	d				
							н	onest 📖	III Dist	honest				
							Backgro	und Factors	Ge	neral Ed	ucation	Notes		
								rivileged		30	10	Reduce v	wealth by one l	evel
								ecialist Trair perience		30 75	20 5			
							<u> </u>							
							Totals		2	15	35			

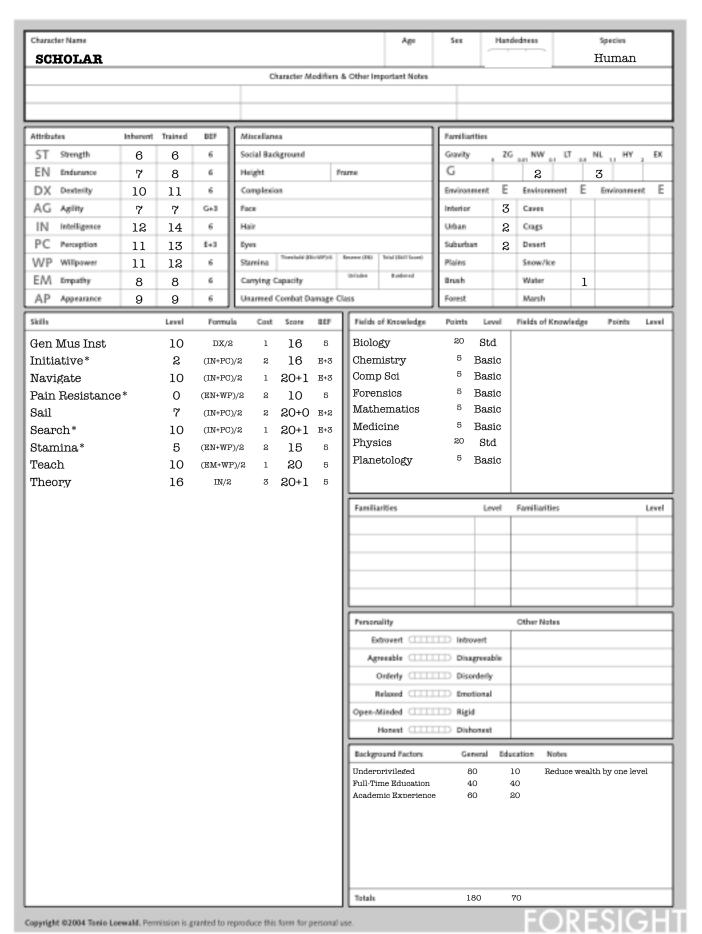


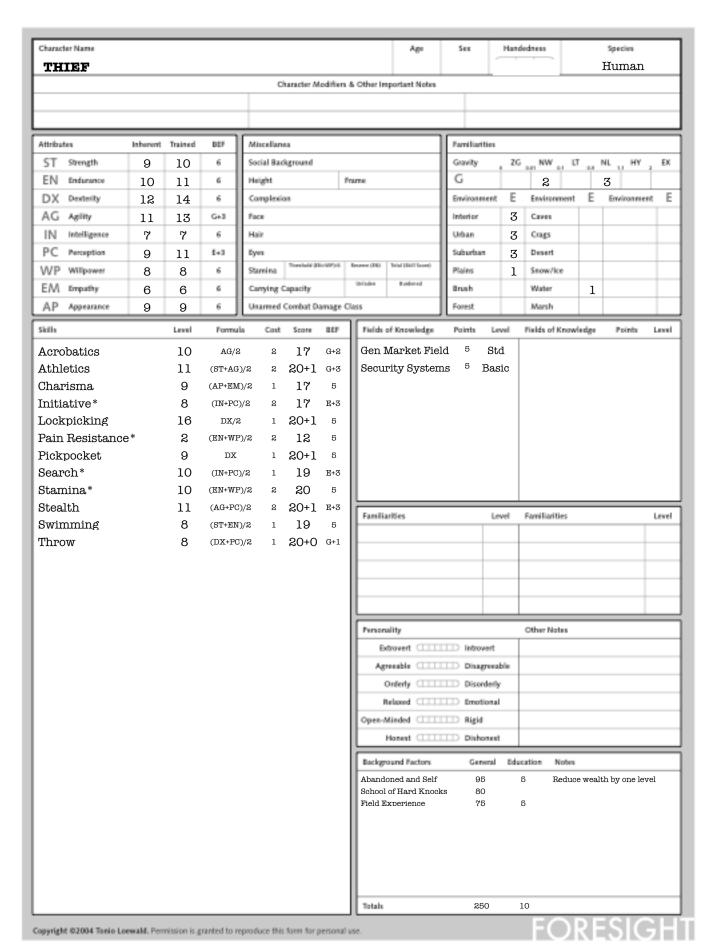
Character Name									A	-go	Sex		ight		Species Human	
SOLDIER					75.	anadas A	Andiliar-	A Calverter	out out	Medica		K	rarro	_	numan	-
					CHI	aracter A	nodmen	& Other Imp	ortant	HOUSE						-
One favored HT	H wear	on bor	nus													
Attributes	Inherent	Trained	BEF	Misc	ellanea						Familia	rities				
ST Strength	10	11	6	Social	Back	ground					Gravity	. 20	NW or	LT out	NL , HY	EX
EN Endurance	11	13	6	Heigh	ht			frame			G		2		3	
DX Desterity	10	12	6	Comp	Herion						Environ	ment E	Environmen	t E	Environme	nt E
AG Agility	10	12	G+3	Face							Interior	3	Caves	Т		
N Intelligence	6	6	6	Hair							Urban	1	Crags			
PC Perception	9	11	E+3	Eyes							Suburb	an 2	Desert	1		
WP Willpower	8	8	6	Stami	ina	Threshold 9	N-MPH	Sename (SS)	end (Ber	Hann)	Plains	1	Snow/Ice			
EM Impathy	8	8	6	Carry	ing Ca	pacity		Unitales	Bunde	red	Brush	2	Water	1		
AP Appearance	9	9	6	Unan	med C	ombat C	amage C	Dass			Forest	1	Marsh	1		
Skills		Level	Formu	la C	Cast	Score	BEF	Fields of	Клом	ledge	Points	Level	Fields of Know	viedge	Points	Level
Athletics		5	(ST+AG)/2	2	17	G+3	Demol	ition	ıs	5	Basic				
Groundcraft		5	(DX+PC	E)/2	1	17	E+3	Mech	Eng		5	Basic				
Handguns		5	(DX+PC	3)/2	2	17	3	Medic	ine		5	Basic				
HTH Combat		4	(AG+PC	5)/2	2	16	G	Surve	llan	ce	5	Basic				
Initiative*		5	(IN+PC)/2	2	14	E+3	UC De:	fensi	ive	5	Std				
Longarms		8	(DX+PC	5)/2	2	20	4	UC Let	hal		5	Std				
Pain Resistance	e*	3	(EN+WI	2)/2	2	14	5	ll .								
Search*		5	(IN+PC)/2	1	14	E+3	ll .								
Stamina*		8	(EN+WI	P)/2	2	19	5	ll .								
Stealth		4	(AG+PC	3)/2	2	16	E+3	Familiari	ties			Level	Familiarities			Level
Survival		3	(IN+WF)/4	1	7	E+3	1				2070				22751
Swimming		5	(ST+EN)/2	1	17	5									
Throw		5	(DX+PC	3)/2	1	17	G+1									
								Personal	ite				Other Notes			=
								ı —	_	аш	III Into	overt				\neg
											III) Disc					
								ı -			IID Dise					
											III) fine					
											□ Rig					
											III) Dist					
								Backgrou	nd Fe	ctors	G-	meral Edu	cation Note	_		=
								Mobile C					20			\neg
								Field Ex	perier	nce	7	75	5			
								Field Ex	perier	nce	,	75	5			
								ll .								
								ll .								
								Ш								
								Totals			2	310	30			
Consideration of the contract		and and the second											EO	DΙ	ESIC	211
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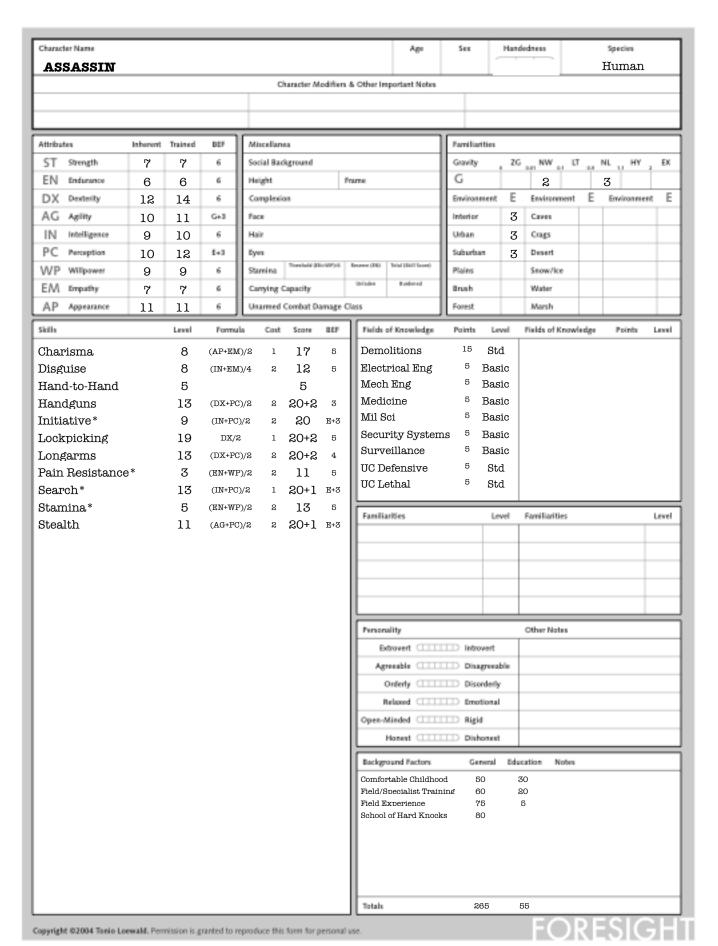












DRIVER								Age	Sex	Han	dedness		Species Human	
				_	Character M	lodifien	& Other Impo	rtant Notes						
														_
Attributes	Inherent	Trained	BEF	Miscella	nea				Familia	ities				=
ST Strength	8	8	6	Social Ba	ickground				Gravity	. 20	NW or	ιτ	NL , HY	, EX
EN Endurance	9	10	6	Height			Frame		G		2		3	
DX Desterity	12	15	6	Complex	ion				Environ	ment E	Environme	wit E	Environme	nt E
AG Agility	9	10	G+3	Face					Interior		Caves			
N Intelligence	9	10	6	Hair					Urban		Crags			
PC Perception	11	14	E+3	Eyes					Suburba	in .	Desert			
WP Willpower	9	10	6	Stamina	Threshold (II	U-VIP/VE		nd (Birth Saver)	Plains		Snow/Ice			
EM Empathy	6	6	6	Carrying	Capacity		Unitales	Bunbered	Brush		Water			
AP Appearance	8	8	6	Unarme	d Combat D	amage C	Class		Forest		Marsh			Щ
Skills		Level	Formu	la Cos	t Score	BEF	Fields of	Knowledge	Points	Level	Fields of Kn	owiedge	Points	Level
Aircraft		10	(DX+PC	E)/2 1		G+2	Mech I	_	20	Std				
Charisma		5	(AP+EN	I)/2 1		5	Securit	y Systen	ns ⁵	Basic				
Groundcraft		15	(DX+PC				1							
Handguns		5	(DX+PC			3	1							
Initiative*		8	(IN+PC			E+3	1							
Lockpicking		15	DX/a			5	1							
Motorcycles Pain Resistance	*	14 2	(AG+PC			E+3 5	1							
Search*	e.	5	(EN+WI			E+3	1							
Stamina*		5	(EN+WI		15	5	<u> </u>							=
Watercraft, Po	wered	14	(IN+PC				Familiarit	ies		Level	Familiarities	;		Level
•							ı .							
							I							_
							ı —							_
							I							_
														=
							Personali	y wert III	TTT Inter		Other Note			_
								able CIII						_
							_	lerly CIII						
								oxed CIII						
								ded CIII						
							Ho	nest 📖	III Dist	onest				
							Backgrou	nd Factors	Ge	neral Edi	ucation No	ben		=
							Mobile Cl				20			
							School of Field Ext	Hard Knocl		0 5	5			
							Ficia Ext	or ionoc	'	o .	Ü			
							1							
							I							
							Totals		2	15	25			
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Character Name TECH								Age	Sex	Har	ndedness		Species Human	
					haracter N	lodifier	s & Other Imp	ortant Notes						
									_					
				_										
Attributes Inh	erent	Trained	BEF	Miscellar	на				Familia	urities				
	8	8	6	Social Ba	ckground				Gravity		G an NW of	LT on	NL U HY	, EX
	8	8	6	Height			Frame		G	Щ.	2		3	
	12	15	6	Complex	ion				Environ			nt E	Environme	nt E
	7	7	G+3	Face					Interior			-		-
	10	11	6	Hair					Urban	1		+		-
	11	13	E+3	Stamina	Threshold (I	N-VP/rE	Senerce (35)	hrial (Birll Saver)	Suburb	an 2	Snow/ice	+		-
	9	9	6	Carrying	Conseils		Unitales	Bunkered	Brush		Water	+		
	9	9	6		Combat D	amage	Class		Forest		Marsh	+		+
	9								_					
Skills		Level	Formul			BEF	-	Knowledge	Points	Level	Fields of Kn	wiedge	Points	Level
Gen Tools		14	oDX		20+3		Chemi		5 20	Basic				
Gen Tools Groundcraft		11 10	oDX (DX+PC		20+2 20+1		Comp Demoi		5	Std Basic				
Initiative*		3	(IN+PC)		15	E+3		ical Eng	5	Basic				
Lockpicking		9	DX/2		17	5	Mathe	ematics	5	Basic				
Motorcycles		10	(AG+PC)/2 1	20	E+3	Mech	Eng	20	Std				
Pain Resistance*		1	(EN+WP	2)/2 2	10	5	Physic		5	Basic				
Search*		12	(IN+PC))/2 1	20+1	E+3		illance illance	5 5	Basic				
Stamina*		5	(EN+WP	2)/2 2	14	5	Surve	mance		Basic				
Theory		5	IN/2	3	11	5	Familiar	ties		Level	Familiarities			Level
							I							
														\Box
							Personal	ity			Other Notes			
							Exti	overt III	□□ Intr	overt				
							Agn	eable 📖	□□ Dis	agreeable				
							-	rderly CIII						
								laxed						
							1	inded CIII						_
								onest CIII	LLD Dis	honest				
							Backgro	und Factors	G	eneral Ed	ucation Not	es		
								able Childhoo le Education		50 40	30 40			
							- 11	perience		75	5			
							11							
							II .							
							II .							
							Totals]	165	75			

Character Name								Age	Sex	Har	ndedness	т	_	Species	\neg
DOCTOR]	Human	
					haracter N	lodifien	s & Other Impo	rtant Notes							
				-					_						_
				_					_						_
Attributes	Inheren	t Trained	BEF	Miscellar	на				Familia	rities					
ST Strength	7	7	6	Social Ba	citground				Gravity	. 2	G NW	er LT	0.8	AL " HA	EX
EN Endurance	8	10	6	Height		- 1	Frame		G	Щ.	2		_	3	4
DX Desterity	10	13	6	Complex	ion				Environ		_	wnent	Е	Environme	nt E
AG Agility	7	7	G+3 6	Face					Urban		_				+
PC Perception	11	13	E+3	Eyes					Suburb	ın 2	_				
WP Willpower	9	9	6	Stamina	Threshold (I	N-WPHS	Seneral (SS) To	nd (Birl Saver)	Plains	- 6	Snow/	_			-
EM Empathy	10	12	6	Carrying	Capacity		Unitales	Bunbered	Brush		Water				
AP Appearance		9	6	Unarmed	Combat D	amage (Class		Forest		Marsh				-
Skills		Level	Formu	la Cost	Score	BEF	Fields of I	Cnowledge	Points	Level	Fields of	Knowle	de	Points	Level
Charisma		4	(AP+EM		15	5	Biology	_	5	Basic			-0-		
Gen Tools		13	oDX		20+2		Bus Ad		5	Basic					
Groundcraft	;	5	(DX+PC		18	E+3	Chemis		5	Basic					
Initiative*		4	(IN+PC)/2 2	17	E+3	Forens	ics	5	Basic					
Pain Resista	nce*	2	(EN+WF	2)/2 2	12	5	Literat		5	Basic					
Search*		10	(IN+PC)/2 1	20+1	E+3	Medici		40 5	Spx2					
Stamina*		5	(EN+WF		15	5	Psycho	logy	5	Basic					
Theory		15	IN/2	3	20+0	5									
															_
							Familiarit	es		Level	Familiari	ties			Level
							-								-
							-								_
							-								-
							-								-
															=
							Personalit				Other No	otes			-
								vert CIIII							_
								ible CIII							-
							-	med CIII		-					-
							_	ded CIII							\neg
							_	nest CIII							
							Backerous	nd Factors	C.	neral Ed	ucation	Notes			=
							Underpri			30			wealt	h by one le	vel vel
								Education		10	40				
							Academic	Experience	9 6	30	20				
							Totals		1	80	70				

CON-ARTIS	r							Age	Sex	Har	dedness		Species Human	L
	_				haracter M	odifien	& Other Impo	tant Notes						
									_					
Attributes	Inherent	Trained	BEF	Miscellar	на				Famili	arities				
ST Strength	8	8	6	Social Ba	ckground				Gravit	y 2	G op NW	e LT on	NL , HY	EX
EN Endurance	8	8	6	Height			Frame		G					
DX Desterity	10	11	6	Complex	ion			_		nment E		inment E	Environme	ent E
AG Agility	8	8	G+3	Face					Interio	_	Caves		-	-
PC Perception	10	11	6 E+3	Hair Eyes				_	Suburi	-	Crags		-	+
WP Willpower	10	12	6	Stamina	Threshold (8)	i-MP/K	Reserve (IA) Tel	of (Birl Saure)	Plains		Snow			_
EM Impathy	12	14	6	Carrying	Capacity		Unitales	Bunbered	Brush		Water			
AP Appearance	11	12	6		Combat D	amage (Class		Forest		Marsh	,		
Skills		Level	Formul	la Cost	Score	BEF	Fields of F	nowledge	Points	Level	Fields o	of Knowledge	Points	Level
Charisma		14	(AP+EM	1)/2 1	20+2	5	Surveil	lance	5	Basic				
Confidence		19	(Cha+WF	P)/4 1	20+2	5	1							
Dance		10	(AG+PC)/2 1	20	G+2	1							
Groundcraft		10	(DX+PC	3)/2 1	20+0	E+3	1							
Initiative*	at.	6	(IN+PC)		18	E+3	1							
Pain Resistance	e*	2	(EN+WP		12	5	1							
Pickpocket Search*		5 7	DX (IN+PC)	1)/2 1	16 19	5 E+3	1							
Stamina*		5	(EN+WP		15	5	1							
Stealth		5	(AG+PC		15	E+3	H							
							Familiarit	es		Level	Familia	nties		Level
							-							
							Personalit	,			Other N	Jotes		
								vert CIIII	IID Int	rovert				
							Agree	ible IIII	II) bi	agreeable				
							Ord	erly (IIII	IID De	sorderly				
							Rela	wed III	III) Err	otional				
								ded CIII						
							Hos	sest CIII	IID bi	honest				
							Backgroun	d Factors	G	eneral Ed	ucation	Notes		
							Traumati	Specimen* Childhood Hard Knock		20 75 80	5	+6 Inherent	Attribute Po	oints
							Totals			175	5			

