

PERSONAL INFORMATION				
Name: Victor Williams		Profession: Las Vegas Cop		
Age: 39	Weight: 187 lbs	Height: 6' 1"	Gender: Male	
Describe yourself in 3 words:		Brave, Loyalty, Quiet		
Complication: Code of Honor		Motivation: Protect		
REASON: 0	ACUMEN: 1	PHYSICALITY: 2	INFLUENCE: 1	DEXTERITY: 1

SKILLS (RANK YOURSELF FROM 1-4)		
<u>-3</u> [Combat] Demolitions* (PHY)	<u> </u> [Knowledge] Farming (ACU)	<u> </u> [Innate] Athletics (DEX)
<u> </u> [Combat] Melee Combat (PHY)	<u> </u> [Knowledge] General Know. (REA)	<u> </u> [Innate] Hunting (PHY)
<u> </u> [Combat] Ranged Combat (DEX)	<u>-3</u> [Knowledge] Psychology* (REA)	<u> </u> [Innate] Navigation (ACU)
<u> </u> [Combat] Unarmed Combat (PHY)	<u> </u> [Knowledge] Research (REA)	<u> </u> [Innate] Scavenging (ACU)
<u>-3</u> [Criminal] Lock-Picking* (REA)	<u>-3</u> [Knowledge] Tactics* (REA)	<u> </u> [Innate] Survival (ACU)
<u> </u> [Criminal] Sleight of Hand (DEX)	<u>-3</u> [Mechanic] Armorsmith* (DEX)	<u> </u> [Sway] Animal Handling (INF)
<u> </u> [Criminal] Stealth (DEX)	<u> </u> [Mechanic] Tinkerer (DEX)	<u> </u> [Sway] Barter (ACU)
<u> </u> [Medicine] First Aid (REA)	<u>-3</u> [Mechanic] Vehicle Rep.* (DEX)	<u> </u> [Sway] Entertainment (INF)
<u>-3</u> [Medicine] Pharmacology* (REA)	<u>-3</u> [Mechanic] Weaponsmith* (DEX)	<u> </u> [Sway] Inspiration (INF)
<u>-3</u> [Medicine] Surgery* (REA)		<u> </u> [Sway] Intimidation (PHY)
		<u> </u> [Sway] Manipulation (INF)

SECONDARY STATS									
Wound Points: 10 + 13 <small>CON + DEX</small>			DM Melee: - PF2 <small>AMod</small>		Initiative: DEX + 2 <small>ACU</small>			CDP: 0 <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> </div>	
Resilience Points: 8 + <small>PHY</small>			DM Ranged: - DEF1 <small>AMod</small>		Encumbrance: 6 8 <small>PHY</small>			Insight Dice: 0 <div> <div>●</div> <div>●</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> </div>	
Morality: 3		Panic Threshold: 50% of original RP total (rounded down) 4			Breaking Point: 3 4 <small>REA + PHY</small> <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> </div>			Rations: <div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> </div>	

WEAPONS AND EQUIPMENT												
Name: Fists		WP: 1d3+ 3		Type: M R E S		Range: E C M L D		1d3 + PHY + Unarmed Combat Damage				
Type: Tactical Baton				Type: M R E S		Range: E C M L D		Clip: N/A		Notes:		
WP: 4 + 2D3		RP: 5100%0%		Enc: I		Cond: P U W D B		Ammo: 0 1 2 3 4 5 6 7 8 9 10 11				
Type: Hunting Knife				Type: M R E S		Range: E C M L D		Clip: I		Notes:		
WP: 2 + 2d3		RP: 5150%0%		Enc: 0		Cond: P U W D B		Ammo: 0 1 2 3 4 5 6 7 8 9 10 11				
Equipment: Compass				Enc: 0		Cond: P U W D B		Notes: +1 Navigation to checks				
Equipment:				Enc:		Cond: P U W D B		Notes:				
Armor:		Enc:	DM:	Cond: P U W D B			Armor:		Enc:	DM:	Cond: P U W D B	

[illegible]

ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

Incidental Equipment:

Map of area

Survival Equipment:

Tent & Sleeping Bag