	PERSONAL INFORMATION								
Name:	Mor	gan Lieu		Profe	ession:	Ve	t Tec	hnician	
Age :	31	Weight:	II9 Ibs	He	eight:	5' 2"	G	ender:	Female
Describe	Describe yourself in 3 words: Angry, Suspicious, Insular								
Complication: LOSS Motivation: Find Safety									
REASON: (	2 ACU	MEN: <b>2</b>	PHYSIC	CALITY	: 0	INFLUE	NCE :	0 DEX	TERITY:

## SKILLS (RANK YOURSELF FROM 1-4)

<u>-3</u> [Combat] Demolitions* (PHY)	[Knowledge] Farming (ACU)	2 [Innate] Athletics (DEX)
[Combat] Melee Combat (PHY)	[Knowledge] General Know. (REA)	[Innate] Hunting (PHY)
[Combat] Ranged Combat (DEX)	-3 [Knowledge] Psychology* (REA)	[Innate] Navigation (ACU)
[Combat] Unarmed Combat (PHY)	[Knowledge] Research (REA)	[Innate] Scavenging (ACU)
<u>-3</u> [Criminal] Lock-Picking* (REA)		<pre>2 [Innate] Survival (ACU) 2 [Survival Prime] Headling (INF)</pre>
[Criminal] Sleight of Hand (DEX)	<u>-3</u> [Knowledge] Tactics* (REA)	<u>2</u> [Sway] Animal Handling (INF) [Sway] Barter (ACU)
[Criminal] Stealth (DEX)	<u>-3</u> [Mechanic] Armorsmith* (DEX)	[Sway] Entertainment (INF)
2 [Medicine] First Aid (REA)	[Mechanic] Tinkerer (DEX)	[Sway] Inspiration (INF)
2 [Medicine] Pharmacology* (REA)	<u>-3</u> [Mechanic] Vehicle Rep.* (DEX)	[Sway] Intimidation (PHY)
<u>-B</u> [Medicine] Surgery* (REA)	<u>-3</u> [Mechanic] Weaponsmith* (DEX)	2 [Sway] Manipulation (INF)

SECONDARY STATS									
Wound Points:	10 + <b>12</b> Y + DEX	DM Melee: - PH AMod	Initiative:	DEX+3ACU					
Resilience Points	: <b>7</b> + PHY	DM Ranged: - DE: AMod	Encumbrance:	6 + <b>7</b> PHY	Insight O O O O O O O O O O O O O O O O O O O				
Morality: 3	Panic Threshold:	50% of griginal RP total (rounded down)	Breaking Point		Rations:           00000         00000				

WEAPONS AND EQUIPMENT															
Name: Fis	Name: Fists WP: 1d3 Type: MRES Range: ECMLD 1d3 + PHY + Unarmed Combat Damage														
Type:				Туре	e: MRE \$	S <mark>R</mark> a	ing	e: E C	ML	D	<b>C</b> lip	»:	Note	s:	
WP:	RP:	50/	100%	Enc	:	Cond	l: I	2 U W D	В	Am	mo: ()			700	
Type:				Туре	e: MRE S	S Ra	ing	e: E C	ML	D	<b>C</b> lip	»:	Note	s:	
WP:	RP:	50/	100%	Enc	:	Cond	l: 1	?UWD	В	Am	mo: ()			000	
Equipment:					Enc:	Co	nd	. PUW	DB	ľ	lotes	:			
Equipment: Enc: Cond: PUWDB Notes:															
Armor:	Er	nc:	DM:	Cor	nd: PUW	DB	Arn	nor:		Er	nc:	DM:	Cond:	ΡU	WDB



Raised in Philadelphia, Morgan was an inquisitive, precocious and insightful child who loved animals, usually more than she liked people. Learning to ride horses at an early age, she knew from then that she wanted to work with animals.

Although she knew she didn't have the means or desire to become a vet, she studied to become a veterinary technician at a local community college and took a job a veterinarian practice in Denton, Delaware that specialized in farm animals.

Morgan spent the next decade helping local farmers care for their animals, riding the horses she cared for as often as the farmers would allow. Living in the country suited Morgan's temperament, and she spent her spare time restoring old furniture and curiosities she found. In addition to letting her ride his horses, one of the local farmers, David, also taught her to shoot.

As the virus started to abate, David took Morgan in - along with several other waifs and strays - and put them to work on his farm. Things started to feel strangely normal as the weeks turned to months, and having food certainly helped.

Until strangers turned up with guns, killing David's wife and several of the others, driving the remaining few out. Now Morgan just wants to find somewhere she can feel safe again, even if that seems like an impossible dream.

RELATIONSHIPS							
Name:	Relationship Modifier:	Name:	Relationship Modifier:				
	ADDITIONAL FOULDMENT	S MISCELLANEOU					

	4	ADDITIONAL	FÕOTEMFI
ncidenta	al Equipment:	Map of area	
	-	Tont & Glassing E	204
urvival	Equipment:	Tent & Sleeping E	ag

## BACKGROUND INFORMATION & NOTES

## NT & MISCELLANEOUS NOTES