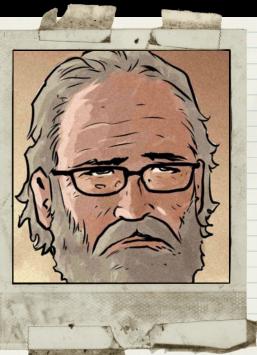
PERSONAL INFORMATION									
Name:	David I	Batterst	У	Profe	ession:	Far	mer		
Age:	62	Weight:	164 lbs	Н	eight:	5′ 8″	Gender:	Male	
Describe	Describe yourself in 3 words: Shrewd, Sullen, Pessimistic								
Complica	Complication: Betrayed Motivation: Revenge								
REASON: 2 ACUMEN: 2 PHYSICALITY: 1 INFLUENCE: 0 DEXTERITY: 0									

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

	SECONDA	RY STATS		
Wound Points: 10 + HY + DEX	DM Melee: - PH AMod	Initiative:	DEX+2ACU	CDP: 000000
Resilience Points: 7 + PHY	DM Ranged: - DEO AMod	Encumbrance:	6 + 7 PHY	Insight © 345 Dice: 789
Morality: 3 Panic Threshold:	50% of griginal RP total (rounded down)	Breaking Point:	3 7 REA 0	Rations:

										000			$\overline{}$
	WEAPONS AND EQUIPMENT												
Name: Fists WP: 1d3 +			3 Type: MR E			ES Range: (E) CMLD			1d3 + PHY + Unarmed Combat Damage				
Name: Hunting Knife			Type: MR E S		Ran	Range: (E)C M L D		Clip: N/A		Notes	:		
WP: 2+2D3	RP:	5050	0% 0%	Enc	: 1	Cond:	PUW D B	Ammo	o: ()	0000	4567	000	
Name:			Type: M R E S		Ran	Range: E C M L D		Clip:		Notes:			
WP:	RP:	50/	100%	Enc	: ///	Cond:	PUWDB	Ammo	o: ()	0000	0567)890	
Equipment:					Enc: Cond: P U W D B			No	Notes:				
Equipment:				Enc:	Cond: P U W D B Notes:								
Armor:	Eı	nc:	DM:	Cor	nd: PUW	D B A	rmor:	Enc	::	DM:	Cond:	PUWI) В

BACKGROUND INFORMATION & NOTES



David Battersby is a third-generation farmer who, along with his wife, Jenny, has spent most his life studying agriculture and tending crops on a farm close to the Maryland and Delaware border. Always quick to adopt new methods and innovations in farming as well as modern

equipment, David was nonetheless a traditionalist and still kept a good number of working animals on the farm. During the outbreak, David and Jenny began to take in acquaintances and friends, putting them to work on the farm in return for shelter, slowly attempting to build

their own community of survivors. It went well for a while, everyone got along and the farm prospered.

And then strangers turned up with guns and wanted the farm.

David stood up to them and, for a minute, it looked like they were leaving them alone. But then they came back in greater numbers, killing Jenny and several of the others and seizing the farm as their own.

David and a few of his companions were able to escape and have been on the move for the last few days. He is lost in grief and anger and is blindly following the group as they head towards the coast.

He is driven by one thought at this point - he has spent his life working on his farm and even if he has to give his life to get the farm back, he's not going to stop until he's killed the men that killed his wife.

Name:	Relationship Modifier:	Name:	Relationship Modifier
Carly McIntyre (Niece)	+2		

A	DDITIONAL	EQUIPMENT	& MISCELLANEOU	US NOTES	
Incidental Equipment:					
Survival Equipment:	Tent & Sleeping B	Вад			