		and the second sec			
ATTRIBUTES	A.	A state		Name:	
Strength	Dama	ge	\bigcirc	SKILLS	
Agility	Fatigu	Fatigue		Endure (Strength)	
Wits	Confu	sion		Force (Strength)	
Empathy	Doubt			Fight (Strength)	
CONDITIONS				Sneak (Agility)	
Starving		Dehydrated		Move (Agility)	
Sleepless		Hypothermic		Shoot (Agility)	
Critical injuries:				Scout (Wits)	
	2.2			Comprehend (Wits)	
				Know the Zone (Wits)	
		A		Sense Emotion (Empathy	
ROT POINTS				Manipulate (Empathy)	
				Heal (Empathy)	
EXPERIENCE POI	NTS				
k Malo (order #26175221)	1 Part	and the second s	1		



APPEARANCE

Face:

Body:

Clothing:

GEAR

Mark Malo (order #26175221)

1		CREAT STREET
		1 2 2 2 2 2 2 2
2		in I donte a
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3		- Francis
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ARMOR	A Starting	Rating
	A CONSTRUCTION THE	Kunng
		S STATE ADALES

RELATIONSHIPS

PC 1:

PC 2:

PC 3:

PC 4:

I hate:

I need to protect:

My Big Dream:

WEAPONS

MY DEN

Description:

Gear stashed:

				1.2500000	State of
			Hand -		Buddy
	and a start of the second				
			1-11		
	E. Martine .				
	STATISTICS CONTRACTOR	S. S	N i		
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	Bonus	Damage	Range	Special	
					(Neight)
253888	No.		- REG	See 181	
				TINY ITEMS	
				Bullets:	
			No.		
				and the second se	

