

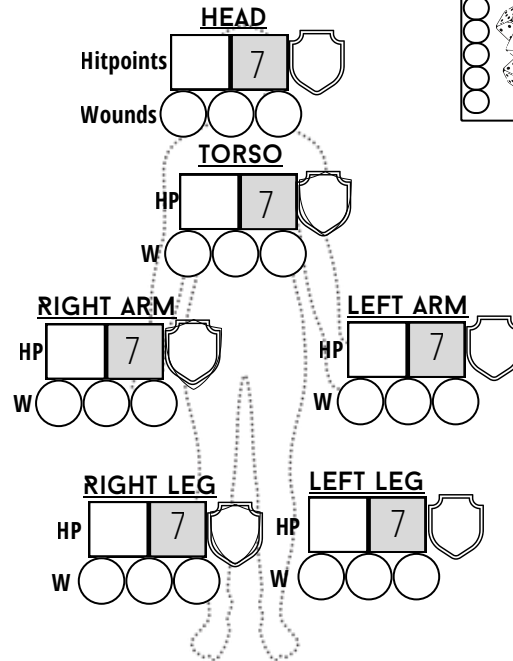
You do not take a penalty for being Untrained in Social skills.

For every day you must acquire, consume or perform some action that you are addicted to. For each day that you do not, you become Distracted.

APPEARANCE: Sharp features, scrawny and unattractive. Wears a permanent scowl alongside his stylized jackets and heavy, jangly belt chains.

Portrait

		Adroit
		Advanced Tech.
		Argument
		Art
		Brawl
		Climbing
		Courage
		Crafting
		Deft
		Discipline
		Fate
		Fortune
		Guile
		Health
		History
		Impression
		Initiative
		Leadership
		Martial
		Medicine
		Might
		Morale
		Navigation
		Personal
		Running
		Searching
		Shooting
		Stamina
		Stealth
		Swimming
		Tracking
		Cyberlink
		Remote



CONDITIONS

PROTECTIVE GEAR

Stress and anxiety cannot overwhelm you. You can spend a Grit Token to reduce your stress by 3.

3

Spend 1 Luck point to....

Lucky Find! - Test Luck(Fate) to gain an item.

WEAPONS

T.A.G. Pistol		Level 1	advancement
<i>Traits & Flaws:</i> Close Range, Energized (Deals energy damage), Tactical (ignores attack penalties for being Engaged)			advancement
<i>Damage:</i> 1d6 + Sense	<i>Ammo:</i> 12		advancement
			advancement
<i>Traits & Flaws:</i>		Level 2	
<i>Damage:</i>	<i>Ammo:</i>		
<i>Traits & Flaws:</i>		Level 3	
<i>Damage:</i>	<i>Ammo:</i>		
EQUIPMENT		Level 4	
High Powered Computer (Asset) -----	2		
Ultrasonic IR CyberCane -----	L		
T.A.G. pistol -----	L		
Data Chip -----	-	Level 5	
Fashionable Clothing (asset for sub-culture) -----	1		
Anesthetic (ignore injury for 1 round)--	-		
<u>Max Heft:</u> 9		Level 6	
ARTIFACT		Level 7	
TITLE:			
DESCRIPTION:			
FIRST AWAKENING			
		Level 8	
SECOND AWAKENING		Level 9	
THIRD AWAKENING		Level 10	

ARCANE ORIGIN:

ENERGY

Max

RECOVERY

1 minute

2 hours

1 hour

4 hours

RECOVERY DIE

Name	Attribute	Cost
Type	Range	Duration
Description:		

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Description:		

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