

AFTERMATH

CHARACTER SHEET

Name

Player

Drive

Occupation

INVESTIGATIVE ABILITIES

PUSHES (2):

GENERAL ABILITIES

Athletics (Physical) _____

Composure (Presence) _____

Driving (Physical) _____

Fighting (Physical) _____

First Aid (Focus) _____

Health (Physical) _____

Insurgency (Focus) _____

Mechanics (Focus) _____

Morale (Presence) _____

Network (Focus) _____

Politics (Presence) _____

Preparedness (Focus) _____

Sense Trouble (Presence) _____

Sneaking (Focus) _____

Parallel

Worst Memory