

THE WARS

Character Sheet

Name

Player

Connection

Drive

INVESTIGATIVE ABILITIES

PUSHES (2):

GENERAL ABILITIES

Artillery (Physical) _____
Athletics (Physical) _____
Battlefield (Physical) _____
Composure (Presence) _____
Driving (Physical) _____
Fighting (Physical) _____
First Aid (Focus) _____
Health (Physical) _____

Mechanics (Focus) _____
Morale (Presence) _____
Preparedness (Presence) _____
Riding (Physical) _____
Scrounging (Presence) _____
Sense Trouble (Presence) _____
Sneaking (Focus) _____
Traps and Bombs (Focus) _____

Civilian Occupation

That Damn Peculiar Thing

Consider spending 6-8 points on survival abilities:
Battlefield, Composure, and Fighting.
Pay Tolls from Athletics, Fighting, and Health.