

THE WARS

Character Sheet

Name
Player
Connection
Drive

INVESTIGATIVE ABILITIES

PUSHES (2):

GENERAL ABILITIES

Artillery (Physical)_____	Mechanics (Focus)_____
Athletics (Physical)_____	Morale (Presence)_____
Battlefield (Physical)_____	Preparedness (Presence)_____
Composure (Presence)_____	Riding (Physical)_____
Driving (Physical)_____	Scrounging (Presence)_____
Fighting (Physical)_____	Sense Trouble (Presence)_____
First Aid (Focus)_____	Sneaking (Focus)_____
Health (Physical)_____	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.