

# 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