

# 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.