

Resolve		[9 / 4 / 2] +d4
<i>Physical Resolve</i>	1	[10 / 5 / 2] +d0
Street Smart		[9 / 4 / 2] +d4
PER Skills	Rank	Score Die
Interaction		[9 / 4 / 2] +d4
<i>Bargain</i>	1	[10 / 5 / 2] +d0
<i>Intimidate</i>	1	[10 / 5 / 2] +d0
<i>Taunt</i>	1	[10 / 5 / 2] +d0

EQUIPMENT	Mass	Qty	EQUIPMENT	Mass	Qty
Glasses, sun	-	1	Wallet	-	1
TrailTech Hiking Boots	1	1	Bioholster	1	1
Jacket (lots of pockets)	-	1	Comm Module, Encryption	70	1
Medcare One First Aid Kit	1	1	Tracker, Sonic	-	1

CHARACTER NOTES

Combat Spec Action Check Increase: action check score increased by 3

Combat Spec Situation Bonus of -1 to a selected skill

Human 5 point skill bonus

Human 1 extra broad skill bonus

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