

**Name :** Rosa Garcia

**Upbringing :** Prepper

**Early Years :** Nomad

**Settlement :** Settlement

**Age :** 18

**Rad Lvl :** 0

**Look :** See picture

Intelligence	Strength	Health	Social	Instinct	Dexterity
13	12	12	11	13	16

**Damage :** 2/6

**Grit :** 6

**Guts :** 65%

**Initiative :** D10 + 3

**Wounds :** 16

Skill	Base	Early	Role	Rank	Total
<b>Athletics</b>	12	20		15	47
<b>Awareness</b>	13	20	25	10	68
<b>Barter</b>	11	15			26
<b>Crafting</b>	16				16
<b>Fighting</b>	12	20			32
<b>Firearms</b>	16				16
<b>Interaction</b>	11			5	16
Intimidate					8
Persuade					8
Decieve					8
<b>Knowledge</b>	13			15	28
Wilderness					14
Factions					14
The Past					14

Skill	Base	Early	Role	Rank	Total
<b>Mechanics</b>	13				13
<b>Medicine</b>	13			10	23
<b>Ranged</b>	16			25	41
<b>Repair</b>	16			4	20
<b>Ride</b>	16				16
<b>Search</b>	13	25		15	53
<b>Stealth</b>	16		15	19	50
<b>Survival</b>	13	20	20	1	54
Forage					27
Track					27
<b>Technology</b>	13			31	44
<b>Thievery</b>	16				16
<b>Traps</b>	16				16

<b>Vehicles</b>	16				16
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Traits	Special Abilities
<p>Keen Eye :</p> <p>+10% to Search Skill and view things at long range.</p> <p>-10 to short range attacks with firearms and missile weapons</p>	<p>Old Tech -</p> <p>you can recognise old tech and what it was used for, this means you can find specific items for people and maybe even find stuff that still works.</p>

### Reputation

Settlement	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
<b>Settlement</b>						*					

Faction	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5

Armour	Type	Mod	Break	AP
Lt. Armour	Padded	0	4	1

Weapon	Skill	Crit	Damage	RoF	Range	Mod	Break	Ammo
Crossbow	41	01-02	1d12		150		6	3
Dagger	32	01	1d4	-	-	-5	4	-

### Equipment:

Bedroll

Binoculars (Scrap)  
Canteen (full clean water)  
Dried Rations

### Hit Locations

Wounds : 16

Armour : 1

D10	Location	Wounds
10	Head	3
7-9	Torso	4
6	Left Arm	3
5	Right Arm	3
3-4	Left Leg	4
1-2	Right Leg	4

