

RED MARKETS

Dependants

Severed
Strained
Needy

References

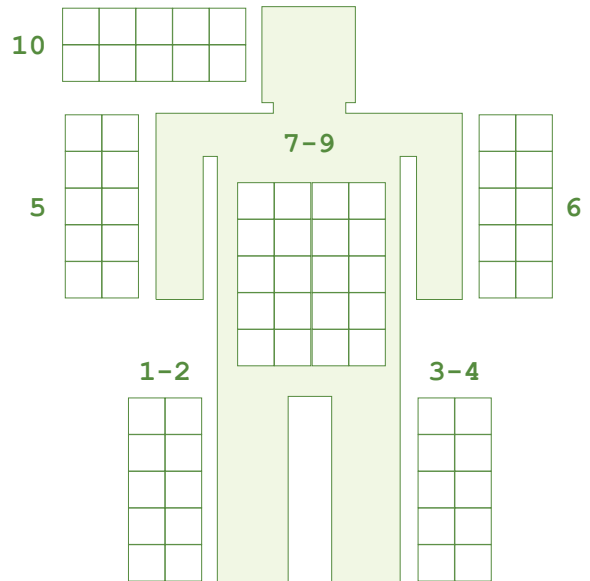
Skills

STR	Unarmed Melee	
Health	()	
	Resistance	
SPD	Shoot ()	
Endurance	()	
	Sneak Athletics	
ADP	Awareness Self-Control	
Haul Rating (ADP +1)	Scavenging Drive Criminality	
INT	Foresight Research	
Meme	Mechanics First Aid Profession ()	
CHA	Networking Persuasion	
Support (CHA)	Sensitivity Deception Intimidation Leadership	
WIL		

Taker	
Outfit	
Weak Spot	
Soft Spot	
Tough Spot	

Threats

Detachment	□□□□	Crack	□□□□	Crumble	□□□□	Break
Trauma	□□□□		□□□□		□□□□	
Stress	□□□□		□□□□		□□□□	



Load

○	Left Hand	
○	Right Hand	
○	Belt	
○	Belt	
○	Pack	
○	Pack	
○	Pack Str 1	
○	Pack Str 2	
○	Pack Str 3	

Belt items may be Quick Drawn without upgrades.
Connect dots for items with more than one haul

Backpack		Haul	Rations		Haul
Upkeep	1	Charges	00000 00000	Upkeep	Charges 00000 00000
Effect	Carries up to 5 haul		Effect	Spend to refresh Endurance	
Qualities	Essential Luggage		Qualities	Essential Addictive	
Upgrades	0 Tactical Webbing- One additional item can be drawn as if from the belt.		Upgrades		
		Haul			Haul
Upkeep		Charges	00000 00000	Upkeep	Charges 00000 0000
Effect			Effect		
Qualities			Qualities		
Upgrades			Upgrades		
		Haul			Haul
Upkeep		Charges	00000 00000	Upkeep	Charges 00000 0000
Effect			Effect		
Qualities			Qualities		
Upgrades			Upgrades		
		Haul			Haul
Upkeep		Charges	00000 00000	Upkeep	Charges 00000 0000
Effect			Effect		
Qualities			Qualities		
Upgrades			Upgrades		
		Haul			Haul
Upkeep		Charges	00000 00000	Upkeep	Charges 00000 0000
Effect			Effect		
Qualities			Qualities		
Upgrades			Upgrades		

Retirement Milestone	Savings	Benefit	Drawback
	Budgeted: 4/Actual:		

Bounty Bank	
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Upkeep			
Sustenance	Survival 1	Rent 1	Dependants 1
Maintenance	Equipment 9	Purchases 2	Professional Dev. 2
Incidentals	Health 3	Humanity	Favors
Break Point	3	Projected Profits	