

RED MARKETS

Dependants

Severed
Strained
Needy

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References

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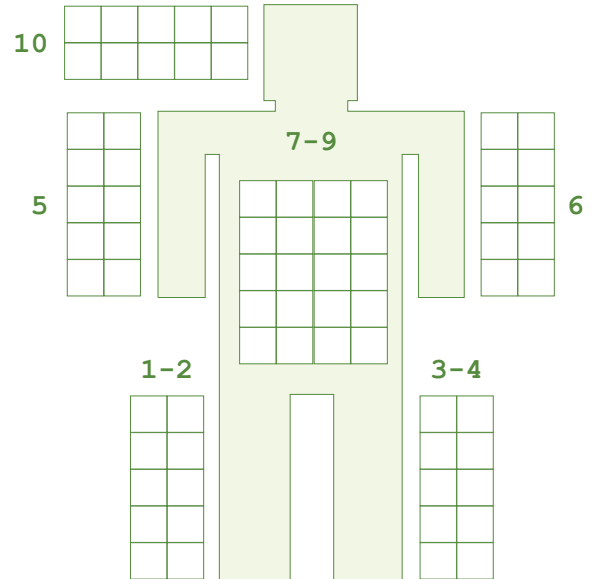
Skills

| | | |
|--------------------------------|--|--|
| 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 | | |

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|------------|--|
| 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 | 0 | Charges | 00000 00000 | | 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 | 2 | | | |
| 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 |
|----------------------|---------|---------|----------|
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|-------------|--|
| Bounty Bank | |
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|--------------------|---------------------|--------------------------|------------------------------|
| Upkeep | | | |
| Sustenance | Survival 1 | Rent 1 | Dependants 3 |
| Maintenance | Equipment 12 | Purchases (0) | Professional Dev. (2) |
| Incidentals | Health (2) | Humanity (0) | Favors (2) |
| Break Point | 5 | Projected Profits | |