

# Nailer "Handel" Gia

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## Character Information

<b>Character Name:</b>	<input type="text" value="[Enter Name]"/>	[Image]
<b>Player Name:</b>	<input type="text" value="[Enter Player]"/>	
<b>Playbook:</b>	Deep Cuts	
<b>Background:</b>	<input type="text" value="[Enter Background]"/>	
<b>Heritage:</b>	<input type="text" value="[Enter Faction]"/>	
<b>Look and Style:</b>	<input type="text" value="[Enter XP]"/>	
<b>Trauma:</b>	<input type="text" value="[Enter Trauma]"/>	

## Stress, Trauma and Harm

Stress	Trauma	Harm
		4
<input type="text" value="[Stress/10]"/>		3
		2 2

## Attributes

Insight	Prowess	Resolve
Hunt	Finesse	Attune
Study	Prowl	Command
Survey	Skirmish	Consort
Tinker	Wreck	Sway

## Equipment

Discrete	Bulky or Heavy	Playbook Specific
<b>Vice</b>		
<input type="text" value="[Vice]"/>		
<input type="text" value="[Purveyor]"/>		

## Special Abilities

Special Ability	Description
<input type="text" value="[Ability 1]"/>	<input type="text" value="[Description]"/>

## Notes

<b>Notes</b>
<input type="text" value="[Custom Notes]"/>

## Current Load

Load	Amount
Light	<input type="text" value="[Amount]"/>

Normal	[Amount]
Heavy	[Amount]

Crew and Contacts

Crew Name	Crew Type
[Crew Name]	[Crew Type]
Notable Contacts	
[Contact 1]	
[Contact 2]	
[Contact 3]	

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Last update:

2025/05/17 20:53

