

# Nailer "Handel" Gia

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## Character Information

<b>Character Name:</b>	[Enter Name]	[Image]								
<b>Player Name:</b>	[Enter Player]									
<b>Playbook:</b>	Deep Cuts									
<b>Background:</b>	[Enter Background]									
<b>Heritage:</b>	[Enter Faction]									
<b>Look and Style:</b>	[Enter XP]									
<b>XP:</b>	(6 per clock) <table border="1"> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> </table>	0	0	0	0	1	2	3	4	
0	0	0	0							
1	2	3	4							

## Stress, Trauma and Harm

Stress	Trauma	Harm
		4
[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>		
[Vice]		
[Purveyor]		

## Special Abilities

Special Ability	Description
[Ability 1]	[Description]

## Notes

<b>Notes</b>
[Custom Notes]

Current Load

Load	Amount
Light	[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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