

# Nailer "Handel" Gia

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## Character Information

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

## Stress, Trauma and Harm

Stress	Trauma	Harm	Recovery
		4	
		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
Vice		
<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

Notes

[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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