

ANTAGONISTS

CREW SHEET

IDENTITY

Name

Type

Age

Goals

QUICKS

Edges

Hindrances

ASSETS - VEHICLES - ANIMALS - HIDEOUTS

CREW EQUIPMENT

1	13
2	14
3	15
4	16
5	17
6	18
7	19
8	20
9	21
10	22
11	23
12	24

CONTACTS AND FACTIONS

NAME

RELATIONSHIP AND DESCRIPTORS

CAMP ASSIGNEES

Shared Carrying Capacity

Stackable (1/10 Weight)

Slugs:

Scraps:

Cooking:

Fire:

Setup:

Camouflaging:

Cleaning:

Exploring

First Aid (1h):

Foraging:

Keeping Watch:

Reinforcing Camp:

Shelter:

Surgery (4h)

Traps (1h to 4h):