

# Organisation -

## History

### Brain – Goals

Strength	Agility	Health	Perception	Willpower

Skills:

Gifts & Faults:

Initiative		Armour		
Scratch	Hurt	V Hurt	Incap	N Death
○○○	○○	○○	○	○

### Right Hand – Goals

Strength	Agility	Health	Perception	Willpower

Skills:

Gifts & Faults:

Initiative		Armour		
Scratch	Hurt	V Hurt	Incap	N Death
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## Body

**Troops:** Leaders  
Soldiers  
Grunts

**Assets:**

**Vehicles:**

### Left Hand – Goals

Strength	Agility	Health	Perception	Willpower

Skills:

Gifts & Faults:

Initiative		Armour		
Scratch	Hurt	V Hurt	Incap	N Death
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# Organisation -

<p><b>Leader</b> Any type of team leader or commonly encountered front line commander.</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p>	<p><b>Soldier</b> Rank and file fighters; basic troopers, workers, guards, scientists, etc...</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p>	<p><b>Grunt</b> Any low level, disposable mass troops; gangers, mooks, thugs, civilians.</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p>	<p><b>Grunt</b> Any low level, disposable mass troops; gangers, mooks, thugs, civilians.</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p>																																																																																																																																																												
<p><b>Asset</b> <b>Description &amp; Location</b></p>	<p><b>Asset</b> <b>Description &amp; Location</b></p>	<p><b>Vehicles</b> <b>Type</b> <b>Top Speed</b> <b>Manuever</b> <b>Acc/Dec</b> <b>Attack Damage</b></p>	<p><b>Vehicles</b> <b>Type</b> <b>Top Speed</b> <b>Manuever</b> <b>Acc/Dec</b> <b>Attack Damage</b></p>																																																																																																																																																												
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