



Fixer

Breaking and entering

Speed : 2

Attack : 3

Dexterity/

Initiative : 4

Sneak (2)

Intelligence : 3

Scrounge (4)

Persuasion : 3

Bluff (2)

Medical : 2

First Aid (2)

Defense/Health : 4

Starting Equipment:

Service Pistol +1d A (RMW),

initial disguise, lockpick kit

Special Ability: Can create 1 "kit" with
successful Int (scrounge) skill check of 3K.