



Wheelman

Driver with subspecialty in combat.

Speed : 2
Attack : 3

Hand-to-Hand (3)

Dexterity/
Initiative : 4

Driving (2)

Intelligence : 3
Persuasion : 2

Threaten (4)

Medical : 3
Defense/Health : 4

Starting Equipment:

Service Pistol +1d A (RMW),
initial disguise, weapon kit and "agent's"
Vehicle.

Special Ability: +1d for chase maneuvers.