

Action(+3) - Athletics(+4) Combat(+3) Notice(+4) Physique(+3) Provoke(+4) Vehicles(+3)
Banter(+2) - Contacts(+3) Deceive(+3) Empathy(+2) Rapport(+2) Will(+2)
Intrigue(+1) - Burglary(+1) Stealth(+1)
Stress: Physical(2), Mental(3), Either(2)
Improvements: 3 points

Action(+3) - Athletics(+3) Combat(+3) Notice(+4) Physique(+3) Provoke(+4) Vehicles(+3)
Banter(+2) - Contacts(+2) Deceive(+2) Empathy(+2) Rapport(+2) Will(+3)
Science(+1) - Science(+1)
Stress: Physical(2), Mental(3), Either(2)
Improvements: 9 points

Action(+3) - Athletics(+4) Combat(+3) Notice(+4) Physique(+3) Provoke(+4) Vehicles(+3)
Intrigue(+2) - Burglary(+2) Contacts(+3) Deceive(+3) Stealth(+2)
Banter(+1) - Empathy(+1) Rapport(+1) Will(+1)
Stress: Physical(3), Mental(2), Either(2)
Improvements: 3 points

Action(+3) - Athletics(+4) Combat(+3) Notice(+5) Physique(+3) Provoke(+3) Vehicles(+3)
Intrigue(+2) - Burglary(+2) Contacts(+2) Deceive(+2) Stealth(+2)
Science(+1) - Will(+1) Science(+1)
Stress: Physical(3), Mental(2), Either(2)
Improvements: 9 points

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Stress: Physical(3), Mental(4)
Improvements: 3 points

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Intrigue(+2) - Athletics(+2) Burglary(+2) Notice(+3) Stealth(+2)
Science(+1) - Science(+1)
Stress: Physical(3), Mental(4)
Improvements: 9 points

Banter(+3) - Contacts(+3) Deceive(+3) Empathy(+3) Provoke(+4) Rapport(+3) Will(+4)
Science(+2) - Notice(+3) Science(+2)
Action(+1) - Athletics(+1) Combat(+1) Physique(+1) Vehicles(+1)
Stress: Physical(2), Mental(5)
Improvements: 9 points

Banter(+3) - Contacts(+4) Deceive(+4) Empathy(+3) Provoke(+3) Rapport(+3) Will(+4)
Science(+2) - Notice(+3) Science(+2)
Intrigue(+1) - Athletics(+1) Burglary(+1) Stealth(+1)
Stress: Physical(2), Mental(5)
Improvements: 9 points

Intrigue(+3) - Athletics(+4) Burglary(+3) Contacts(+4) Deceive(+4) Notice(+4) Stealth(+3)
Action(+2) - Combat(+2) Physique(+2) Provoke(+3) Vehicles(+2)
Banter(+1) - Empathy(+1) Rapport(+1) Will(+1)
Stress: Physical(4), Mental(2), Either(1)
Improvements: 3 points

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