

## ATTRIBUTES

Attribute	Body	Agility	Reaction	Strength	Willpower	Logic	Intuition	Charisme
Stat	7	5	6	9	3	1	2	3
Chrome	2	2	3	2				
Total	9	7	9	11	3	1	2	3

## SKILLS

Skills		Attribut	Total	Rules (p. 93)
<del>Astral</del>	-	Intuition	2	- Untrained
Athletics	5	Agility	7	12
<del>Biotech</del>	-	Logic	1	- Untrained
Close Combat	6	Agility	7	13 <b>Close Combat+Agility vs Reaction+Intuition</b>
<i>Unarmed</i>	Exp 9	Agility	7	16 <b>Edge</b> cost -1 for <i>unarmed</i> <b>Close Combat</b> (Shark)
<i>Grappling</i>	Exp 9	Agility	7	16
Con		Charisma	3	3
<del>Conjuring</del>	-	Magic	-	- Untrained
<del>Cracking</del>	-	Logic	1	- Untrained
Electronics	-	Logic	1	1 See quality <b>Incompetent</b> (Electronics)
<del>Enchanting</del>	-	Magic	-	- Untrained
Engineering		Logic	1	1
<del>Exotic Weapons</del>	-	Agility	7	- Untrained
Firearms	1	Agility	7	8 <b>Firearms+Agility vs Reaction+Intuition</b>
Influence	1	Charisma	3	4
Outdoors		Intuition	2	2
Perception		Intuition	2	2
Piloting	1	Reaction	9	10
<del>Sorcery</del>	-	Magic	0	- Untrained
Stealth	1	Agility	7	8
<del>Tasking</del>	-	Resonance	0	- Untrained
Knowledge				Combat Underground
Language				Anglais