Cold Eye

Rank 1 • Human • Ganger • Tier 1

Scum • [Any]

Attributes

Attribute	Rating	Adjusted
Strength	3	3
Toughness	3	3
Agility	3	3
Initiative	3	3
Willpower	3	3
Intellect	3	3
Fellowship	3	3

Traits

Defence	2
Resilience	4
Determination	3
Max Wounds	☐☐☐☐☐ 5
Max Shock	☐☐☐☐ 4
Speed	6
Conviction	3
Resolve	2
Corruption	0
Passive Awareness	3
Influence	3
Wealth	☐ 1

Skills

Skill	Val	Att	Total
Athletics	0	Str (3)	3
Awareness	2	Int (3)	5
Ballistic Skill	0	Agi (3)	3
Cunning	1	Fel (3)	5
Deception	0	Fel (3)	3
Insight	0	Fel (3)	3
Intimidation	0	Wil (3)	3
Investigation	0	Int (3)	3
Leadership	0	Wil (3)	3
Medicae	0	Int (3)	3
Persuasion	0	Fel (3)	3
Pilot	0	Agi (3)	3
Psychic Mastery	0	Wil (3)	3
Scholar	0	Int (3)	3
Stealth	3	Agi (3)	6
Survival	3	Wil (3)	6
Tech	0	Int (3)	3
Weapon Skill	0	Ini (3)	3

Objectives

1: Apply your experience in a crime to the current situation.

2: Verbally estimate the black market value of an item or person.

3: Recount a desperate act of survival you once made.

4: Use some gang slang — invented or real.

5: Explain how a common object has an alternative use — probably as a weapon.

6: Decry the violence and villainy of authority.

Languages

Low Gothic

Weapons

Name	Damage	AP	Salvo	Range	Traits
No data available					

Abilities

Scrounger • *Ganger*
You add **+1** dice to Cunning Tests. Once per session you may make an Influence or Cunning Test to acquire an item, representing something you have prepared in advance.