

# Organisation -

## History

### Brain – Goals

Strength	Agility	Health	Perception	Willpower

Skills:

Gifts & Faults:

Initiative		Armour		
Scratch	Hurt	V Hurt	Incap	N Death
○○○	○○	○○	○	○

### Right Hand – Goals

Strength	Agility	Health	Perception	Willpower

Skills:

Gifts & Faults:

Initiative		Armour		
Scratch	Hurt	V Hurt	Incap	N Death
○○○	○○	○○	○	○

## Body

**Troops:** Leaders  
Soldiers  
Grunts

**Assets:**

**Vehicles:**

### Left Hand – Goals

Strength	Agility	Health	Perception	Willpower

Skills:

Gifts & Faults:

Initiative		Armour		
Scratch	Hurt	V Hurt	Incap	N Death
○○○	○○	○○	○	○

# Organisation -

<p><b>Leader</b> Any type of team leader or commonly encountered front line commander.</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p> <table border="1"> <thead> <tr> <th></th> <th>Hurt</th> <th>Incap</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>2</td><td>0</td><td>0</td></tr> <tr><td>3</td><td>0</td><td>0</td></tr> <tr><td>4</td><td>0</td><td>0</td></tr> <tr><td>5</td><td>0</td><td>0</td></tr> <tr><td>6</td><td>0</td><td>0</td></tr> <tr><td>7</td><td>0</td><td>0</td></tr> <tr><td>8</td><td>0</td><td>0</td></tr> <tr><td>9</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>0</td><td></td><td></td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td></td><td></td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>2</td><td></td><td></td></tr> </tbody> </table>		Hurt	Incap	1	0	0	2	0	0	3	0	0	4	0	0	5	0	0	6	0	0	7	0	0	8	0	0	9	0	0	1	0	0	0			1	0	0	1			1	0	0	2			<p><b>Soldier</b> Rank and file fighters; basic troopers, workers, guards, scientists, etc...</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p> <table border="1"> <thead> <tr> <th></th> <th>Hurt</th> <th>Incap</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>2</td><td>0</td><td>0</td></tr> <tr><td>3</td><td>0</td><td>0</td></tr> <tr><td>4</td><td>0</td><td>0</td></tr> <tr><td>5</td><td>0</td><td>0</td></tr> <tr><td>6</td><td>0</td><td>0</td></tr> <tr><td>7</td><td>0</td><td>0</td></tr> <tr><td>8</td><td>0</td><td>0</td></tr> <tr><td>9</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>0</td><td></td><td></td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td></td><td></td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>2</td><td></td><td></td></tr> </tbody> </table>		Hurt	Incap	1	0	0	2	0	0	3	0	0	4	0	0	5	0	0	6	0	0	7	0	0	8	0	0	9	0	0	1	0	0	0			1	0	0	1			1	0	0	2			<p><b>Grunt</b> Any low level, disposable mass troops; gangers, mooks, thugs, civilians.</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p> <table border="1"> <thead> <tr> <th></th> <th>Hurt</th> <th>Incap</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>2</td><td>0</td><td>0</td></tr> <tr><td>3</td><td>0</td><td>0</td></tr> <tr><td>4</td><td>0</td><td>0</td></tr> <tr><td>5</td><td>0</td><td>0</td></tr> <tr><td>6</td><td>0</td><td>0</td></tr> <tr><td>7</td><td>0</td><td>0</td></tr> <tr><td>8</td><td>0</td><td>0</td></tr> <tr><td>9</td><td>0</td><td>0</td></tr> <tr><td>10</td><td>0</td><td>0</td></tr> <tr><td>11</td><td>0</td><td>0</td></tr> <tr><td>12</td><td>0</td><td>0</td></tr> </tbody> </table>		Hurt	Incap	1	0	0	2	0	0	3	0	0	4	0	0	5	0	0	6	0	0	7	0	0	8	0	0	9	0	0	10	0	0	11	0	0	12	0	0	<p><b>Grunt</b> Any low level, disposable mass troops; gangers, mooks, thugs, civilians.</p> <p><b>Strength</b> <b>Agility</b> <b>Health</b> <b>Perception</b> <b>Willpower</b> <b>Skills, Gifts &amp; Faults:</b></p> <p><b>Initiative</b> <b>Armour</b> <b>Weapon</b></p> <table border="1"> <thead> <tr> <th></th> <th>Hurt</th> <th>Incap</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>2</td><td>0</td><td>0</td></tr> <tr><td>3</td><td>0</td><td>0</td></tr> <tr><td>4</td><td>0</td><td>0</td></tr> <tr><td>5</td><td>0</td><td>0</td></tr> <tr><td>6</td><td>0</td><td>0</td></tr> <tr><td>7</td><td>0</td><td>0</td></tr> <tr><td>8</td><td>0</td><td>0</td></tr> <tr><td>9</td><td>0</td><td>0</td></tr> <tr><td>10</td><td>0</td><td>0</td></tr> <tr><td>11</td><td>0</td><td>0</td></tr> <tr><td>12</td><td>0</td><td>0</td></tr> </tbody> </table>		Hurt	Incap	1	0	0	2	0	0	3	0	0	4	0	0	5	0	0	6	0	0	7	0	0	8	0	0	9	0	0	10	0	0	11	0	0	12	0	0
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