

# Autonomus Garden

CHARACTER \_\_\_\_\_ PRAXIS \_\_\_\_\_ EXPERIENCE \_\_\_\_\_  
CONCEPT \_\_\_\_\_ GOALS \_\_\_\_\_ VALUES \_\_\_\_\_

## Attributes

AGILITY \_\_\_\_\_ BODY \_\_\_\_\_ CHARISMA \_\_\_\_\_ INTUITION \_\_\_\_\_  
LOGIC \_\_\_\_\_ MANIPULATION \_\_\_\_\_ PERCEPTION \_\_\_\_\_ PSYCHE \_\_\_\_\_

## Skills

ASTRALMANCY	_____	INVESTIGATION	_____
ATHLETICS	_____	MECHANICS	_____
AWARENESS	_____	MEDICINE	_____
BIOLOGY	_____	MELEE	_____
CRAFT	_____	NEGOTIATION	_____
DECEPTION	_____	PERFORMANCE	_____
DEFENSE	_____	PHYSICS	_____
DIVINATION	_____	PILOT	_____
ELECTRONICS	_____	RESTORATION	_____
EVOCATION	_____	SECURITY	_____
FIREARMS	_____	STEALTH	_____
GEOSCIENCE	_____	STREETWISE	_____
HUMANITIES	_____	SURVIVAL	_____
INSIGHT	_____	UNARMED	_____
INTIMIDATION	_____	WRANGLE	_____

## Traits

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_

## Plot Points

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









## Equipment

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Wound Thresholds

FLESH	DEEP	CRITICAL
/ 	/ 	/ 

## Wound Track

WOUNDS	    
BRUISES	    

## Weapons

WEAPON	DM	ACC	RANGE	MAG	AMMO	TRAITS
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## Movement

WALK	RUN	SPRINT
_____	_____	_____