

# Nailer "Handel" Gia

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## Character Information

Character Name:	<input type="text" value="[Enter Name]"/>	<div>[Image]</div>
Player Name:	<input type="text" value="[Enter Player]"/>	
Playbook:	Deep Cuts	
Background:	<input type="text" value="[Enter Background]"/>	
Heritage:	<input type="text" value="[Enter Faction]"/>	
Look and Style:	<input type="text" value="[Enter XP]"/>	
Trauma:	<input type="text" value="[Enter Trauma]"/>	

## Stress & Trauma

Stress	Trauma
<input type="text" value="[Stress/10]"/>	<input type="text" value="[Trauma 1]"/>
	<input type="text" value="[Trauma 2]"/>
	<input type="text" value="[Trauma 3]"/>

## Attributes

Insight	Prowess	Resolve
Hunt	Finesse	Attune
Study	Prowl	Command
Survey	Skirmish	Consort
Tinker	Wreck	Sway

## Equipment

Discreet	Heavy	Plabook Specific
<div>Vice</div> <div><input type="text" value="[Vice]"/></div> <div><input type="text" value="[Purveyor]"/></div>		

## Special Abilities

Special Ability	Description
<input type="text" value="[Ability 1]"/>	<input type="text" value="[Description]"/>

## Notes

Notes
<input type="text" value="[Custom Notes]"/>

## Current Load

Load	Amount
Light	<input type="text" value="[Amount]"/>

Normal	<a href="#">[Amount]</a>
Heavy	<a href="#">[Amount]</a>

Crew and Contacts

Crew Name	Crew Type
<a href="#">[Crew Name]</a>	<a href="#">[Crew Type]</a>
Notable Contacts	
<a href="#">[Contact 1]</a>	
<a href="#">[Contact 2]</a>	
<a href="#">[Contact 3]</a>	

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