

Type: Desk Jockey

ATTRIBUTES			Move		Combat		
STR	4 INT	6	Walk	8 Climb	4	Standard	8 00000000
BOD	4 WIL	3	Run	18 Crawl	2	Fatigue	6 000000
RFL	4 CHA	5	Sprint	36 Swim	4	Stunned	0
DEX	4 EDG	0				Unconscious	0

TRAITS	TP
Dependant	-1
Combat Paralysis	-4
Glass Jaw	-3

Personal Armor	(LOC) Type	BAR (M/B/E/X)
None		

Weapon	Skill	Range	Ammo	Dmg
Martial Arts	1 7/S	M		1M/1
Improvised Wpn	Untrained DEX			1M/1

SKILLS				
Skill	Lvl	Links	TN/C XP	
Martial Arts	0	0 7/S	20	
Small Arms	0	0 7/S	20	
Language	4	0 7/S	120	
Career/Office Job	3	0 7/S	80	
Perception	1	0 7/S	30	
Protocal/Affiliation	2	-1 9/CA	50	
Interest/Local Information	3	-1 8/CB	80	
Administration	2	-1 8/SA	50	

Equipment
Noteputer
Ground Car
1d6 x 100 C-Bills (or equivalent currency)

XP 2650

Gamemaster Notes: The Desk Jockey is typically a civillian with a basic office job varying from being a salesman, clerk, accountant, etc. In Combat, the Desk Jockey is useless and typically just gets in the way.

The Desk Jockey is a slightly better source of information than the Blue Collar Civillian and might be friends with a Mean Bar Drunk.