

# ANTAGONISTS

## CREW SHEET

### IDENTITY

Name

Type

Age

Goals

### QUIRKS

Talents

Flaws

### ASSETS - VEHICLES - ANIMALS

Hideout

### MEMBERS

### CONTACTS

### FACTIONS

### CREW EQUIPMENT

Shared Carrying Capacity

### CAMP ACTIVITIES / Assignee

1

14

Stackable (10 units = 1 weight)

Camp

2

15

Cooking

3

16

Fire

4

17

Camouflaging

5

18

Exploring

6

19

Foraging

7

20

Hiding

8

21

Keeping Watch

9

22

Reinforcing Camp

10

23

Shelter

11

24

Traps

12

25

Slugs:

13

26

Scraps: