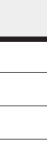
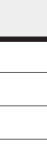


.features

 .paragon	 .renegade
<hr/> .alignment	
PERSONALITY TRAITS	
IDEALS	
BONDS	
FLAWS	
.equipment	
.credits	

.notes



```
.weapons // attacks
```

Name	Type	Range	Heat	Weight	Notes	+Atk	Dmg





THERMAL CLIPS

HW CHARGES

.grenades // mines

Count	Name	Description

.armor

The diagram illustrates a player's health and status area. It features a large hexagon labeled 'HIT DICE' and a 'MEDI-GEL' box. To the right, there are two main boxes: 'SHIELDS' and 'HIT POINTS'. The 'SHIELDS' box has 'max' and 'regen' labels. The 'HIT POINTS' box has a 'max' label. To the right of these boxes is a 'DEATH' section with 'SAVES' and 'FAILS' counters, each consisting of three circles connected by a vertical line. Below the 'DEATH' section is a 'BARRIER' box.

```
.spells // powers
```

max

used

1

2

3

4

5

.spell attack

.spell save dc

TOTAL

MAX / CAST

REMAINING

.spell slots

.tech points

[illegible]