






Description:

Acc.	Pts.		Mod.	
	<input type="text"/>	S	$\frac{C+I+W}{3}$	<input type="text"/> CHA
	<input type="text"/>	D	$\frac{S+D}{2}$	<input type="text"/> SPD
	<input type="text"/>	C	$\frac{S+D+W}{3}$	<input type="text"/> RFX
	<input type="text"/>	I	$\frac{S+W}{2}$	<input type="text"/> LFT
	<input type="text"/>	W	$\frac{I+W}{2}$	<input type="text"/> PER

The diagram shows three identical 'Damage Meter' units, labeled M, P, and S. Each unit consists of a horizontal row of eight boxes. Above the boxes are four labels: L, M, H, and D. The first box contains the value -1, the second contains -2, the fifth contains -3, and the eighth contains U. The boxes are arranged in a grid-like fashion, with three rows and eight columns. The labels L, M, H, and D are positioned above the first, second, fifth, and eighth boxes respectively. The labels M, P, and S are positioned to the left of the first box of each row respectively.

Type	Value

Total:

Oddity Name	Level	Cost
	Total:	

[illegible][illegible]

Skill Name	Level	Mod / Dice
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Total:		

Weapon		Damage	Range/Reach Modifiers				Ammunition	
Name	Type	Type / Attack / Parry	Short	Medium	Long	Extreme	Mod	Capacity
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