















Acc.	Pts.		Pts./Mod.	
		S	$\frac{C+I+W}{3}$	 CHA
		D	$\frac{S+D}{2}$	 SPD
		C	$\frac{S+D+W}{3}$	 RFX
		I	$\frac{S+W}{2}$	 LFT
		W	$\frac{I+W}{2}$	 PER

	Health Meter									
	L			M			H		D	
M	-1				-2			-3		U
P	-1				-2			-3		U
S	-1				-2			-3		U

[illegible]

Oddity Name	Level	Cost
	Total:	

[illegible][illegible]

Skill Name	Points	Mod / Dice
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Total:		

Weapon		Damage	Range/Reach				Ammunition	
Name	Type	Type / Attack / Parry	S (0)	M (-1)	L (-3)	E (-5)	Mod	Capacity
		/ /						
		/ /						
		/ /						