
















Acc.	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

Damage Meter

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

Type	Value

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
		/ /						
		/ /						
		/ /						