















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

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 Modifiers				Ammunition	
Name	Type	Type / Attack / Parry	Short	Medium	Long	Extreme	Mod	Capacity
		/ /						
		/ /						
		/ /						