

Description: \_\_\_\_\_

Pts.		Acc.	Pts.		Mod.
<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>
<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	SPD	<input type="checkbox"/>
<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>	RFX	<input type="checkbox"/>
<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	LFT	<input type="checkbox"/>
<input type="checkbox"/>	WIL	<input type="checkbox"/>	<input type="checkbox"/>	PER	<input type="checkbox"/>

Diagram illustrating the three stages of a sequence: L (Left), M (Middle), and H (Right). The sequence is represented by a horizontal bar divided into segments. The first segment is labeled 'L' and contains '-1'. The second segment is labeled 'M' and contains '-2'. The third segment is labeled 'H' and contains '-3'. The final segment is labeled 'D' and contains 'U'. Arrows indicate the flow from L to M to H to D.

Type	Value

[illegible][illegible][illegible][illegible]

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