Name: Profession:	Race: Reaction: : Level: XP:				Name:				
ST: DX: IQ: HT:	Thrust: Swing: Will: Per: Speed: Move:	Dodge: Parry: Block:	HP: FP: DR:	_/_ _/_	ST: DX: IQ: HT:	Thrust: Swing: Will: Per: Speed: Move:	Dodge: Parry: Block:	— HP: FP: DR:	_/_
Basic Lift: _ Encumbrance:	BLx2: none light(-1)	_ BLx3: medium(-2)	BLx6: Heavy(-3)	Blx10: Xheavy(-4)	Basic Lift: Encumbrance:	BLx2: none light(-1)	BLx3: medium(-2)	BLx6: Heavy(-3)	Blx10: Xheavy(-4)
Traits:		Items:		SP: GP:	Traits:		Items:		SP: GP:
Name: Race: Reaction:									<u> </u>
	Ra			ction:	Name:	Ra	ice:		tion:
Name:	Thrust: Swing: Will: Per: Speed: Move:			etion: (P:	Name:Profession:_ ST: DX: IQ: HT:	Thrust: Swing: Will: Per: Speed:			rtion: /
ST: DX: IQ:	Thrust: Swing: Will: Per: Speed: Move:	Dodge:Parry:		etion: (P:	ST: DX: IQ:	Thrust: Swing: Will: Per: Speed: Move:	Dodge: Parry:	HP: FP:	rtion: /