ST	SM	Name:				
10	Will	Race:				
DX	5	Background	<u> </u>	2	Dama 2	
IQ	Per	Reaction: 5		FP /	Dama	ge:
20	Spd			3		
HT	Mv	CPS 20CP/level		Rep	Swing	
ENCUMBRANC	E MO	OVE DODGE	Skills	Rank Co	Advanta	ges
None (0) = BL	BM × 1	Dodge	Animal Handling Acrobatics DX/H	ſ 1	_ [] Absolute Tin _ [] Acute Sense	e (2/lvl)
Modium (2) = 2 × BL	BM × 0	.8 Dodge -1 .6 Dodge -2	I Area Knowledge	/H [] : IQ/E []	_ [] Absolute Dir _ [] Ambidexterit	tv (5)
Heavy (3) = $6 \times BI$	BM × 0	.4 Dodge -3	$ \parallel$ Δ rmoury $1 \cap / \Delta$. []	[] Animal Emp [] Appearance	athy (5)
X-Heavy (4) = $10 \times B$	BL BM×0	.2 Dodge 4	Climbing DV/A	·/H	[] Blessed (10, [] Catfall (10)	,20)
Equipment:			Diplomacy IQ/H Disguise IQ/A Enthrallment Wi Escape DX/F Fast Draw DX/E	 /H	[] Charisma (5 [] Combat Refl [] Danger Sens [] Daredevil (19 [] Eidetic Mem	lexes (15) se (15) 5)
			Fast talk IQ/A Filch DX/A	===	[] Enhanced D [] Enhanced M	ory (5,10) Jefense (5,10,15) Jove (20)
			First Aid IQ/E Herbal Lore IQ	,,,,,	_	(25)
			Hidden Lore IC	x/A []	_ [] Hard to Kill ((2/ÌvI)
			_ History IQ/ Holdout IQ/A		_ [] Healing (30)	, ,
			 Intimidation Will Leatherwork DX 	/A [] //E []	[] High Manuál [] High Pain Th	hreshold (10)
			 Lip Reading Per Lockpicking IQ/A 	A Î Î	[] Lightning Ca [] Luck (15, 30), 60)
			Navigation IQ/A Performance IQ	/A []	Magery (5,1)	0)
			 Pick Pocket DX/ 	′H	Perfect Bala	nce (15)
			- Poisons IQ/H _ Religions IQ	/H	[] Plant Empat [] Power Inves	ny (5) titure (10/IvI)
Ratiions:			Research IQ/ Riding DX/A	A	_	າg (*5,15) 5)
	7 A www.a.u	Head	Saviour fair IQ/ Seamanship IQ			(15/lvl)
HIT LOCATION	Face	ir:	Search PerA Sex Appeal HT/		_ [] Social Cham _ [] Speak with A	neleon (5)
Modifier Location			Stealth DX/A	[]	[] Speak with F	Plants (15)
0 Torso	Torso		Streetwise IQ/A Survival Per/A	[]		a Master (30)
-2 Arm/Leg		Arms	Swimming HT/E Teamster IQ/		_	d (1d6 4y) (15) (15)
-3 Groin -4 Hand			Thalmatology IC Tracking Per/A	Q/VH [] A []	_ [] Voice (10) [] Weapon Ma	ster (var)
-5 Face	Hands		Traps IQ/A		_ Disadvantages	:
-7 Skull		Groin				
Imp or Pi attacks car	,	A A		<u> </u>	- Coppens	OE TADE E
target vitals at -3 or		Feet	1		SPEED/RANG For complete to	GE TABLE able, see p. 550.
eyes at -9.				cost: 1,2,4 (+4/lv	Speed/	Linear
WEAPONS	_			77 (* ***	Range Modifier	Measurement (range/speed)
	Damage Acc	Range RoF Shots ST	Bulk Block Par	rry Rank / Cost	Weight 0	2 yd or less 3 yd
					-2 -3	5 yd 5 yd 7 yd
						10 yd
						15 yd 20 yd
					-7	30 yd 50 yd
					-9 -10	70 yd 100 yd
						150 yd 150 yd 200 yd
					-12	300 yd
					-14 -15	500 yd 700 yd