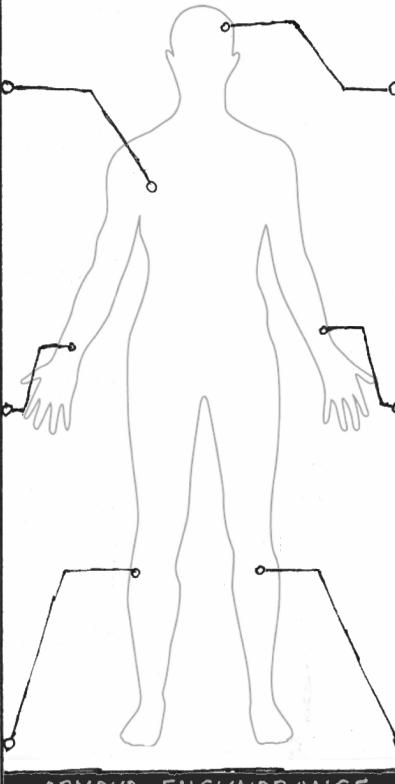




STATUS & GEAR:

◇ TORSO		ARMOUR	
I:		AV:	BV:
II:		AV:	BV:
III:		AV:	BV:
Protection & Bulk Totals:		[ ]	[ ]
Dmg:		CORRUPTION	
<hr/>			
Amount:			
◇ RIGHT ARM		ARMOUR	
I:		AV:	BV:
II:		AV:	BV:
III:		AV:	BV:
Protection & Bulk Totals:		[ ]	[ ]
Dmg:		CORRUPTION	
<hr/>			
Amount:			
◇ RIGHT LEG		ARMOUR	
I:		AV:	BV:
II:		AV:	BV:
III:		AV:	BV:
Protection & Bulk Totals:		[ ]	[ ]
Dmg:		CORRUPTION	
<hr/>			
Amount:			



◆ HEAD	ARMOUR	
HELMET:		
Category:		
AV:		
Dmg: [ ]	CORRUPTION	
Amount: [ ]		
◆ LEFT ARM	ARMOUR	
I:	AV:	BV:
II:	AV:	BV:
III:	AV:	BV:
Protection & Bulk Totals:		[ ]
Dmg: [ ]	CORRUPTION	
Amount: [ ]		
◆ LEFT LEG	ARMOUR	
I:	AV:	BV:
II:	AV:	BV:
III:	AV:	BV:
Protection & Bulk Totals:		[ ]
Dmg: [ ]	CORRUPTION	
Amount: [ ]		

SHIELD:

Block bonus:

ETP:

DR.

## Feveration.

## TOTAL CORRUPTION:

**NOTES:**

## ATTACK

Name

MIG 1h. MIG 2h. AP Bonus Damage

Bonus Damage

## QUALITIES.

AMMO/NOTES

— 1 —

## QUALITIES:

**QUALITIES:**

AMMO/NOTES

## QUALITIES.

AMMO/NOTES

**QUALITIES.**

AMMO/NOTES

HEALING:

	Light → 15, 30, 45, 60
	Incisive → 20, 40, 60
	Massive → 30, 60
	Brütal → 60