THRESHOLD CURRENT THRESHOLD CURRENT RANGED MELEE  CHARACSTERISTICS  CHEMA SMILES  SKILLS  SKIL	SOAK VA	LUE	WOUNDS	STRAIN		DEFENS	
SKILLS  DEFAILS SETTING?  DEFAIL SCHEEP?  DANK  COMBAT SKILLS  SETTING?  CAREEP?  DANK  COMBAT SKILLS  SETTING?  CAREEP?  DANK  DANK COMBAT SKILLS  SETTING?  CAREEP?  DANK  DANK  DANK COMBAT SKILLS  SETTING?  CAREEP?  DANK  DANK  DELECTION  MELECTICATY (AD)  MELECTICATY (BR)  MELEC		TH	11/		URRENT	RANGED	MELEE
SKILLS  SETTING? CAREER? BANK CHEMY ONTO  STROCKATGORAPHY UNITY  THLETICS (BR)  ONE OFFICE OF THE CHEM'S (BR)  MELEE (BR)  MELEE (BR)  ONE OFFICE OF THE CHEM'S (BR)  MELEE (BR)  MELEE (BR)  ONE OFFICE OF THE CHEM'S (BR)  MELEE (BR)  M							
CHERN CRITING? CAPEER? BANK CHENT (NIT)  STROCARTOBRAPHY (NIT)  STROCARTOBRAPHY (NIT)  STROCARTOBRAPHY (NIT)  STROCARTOBRAPHY (NIT)  STROCARTOBRAPHY (NIT)  MELEE (BR)  GUNNERY (AB)  STROCARTOBRAPHY (NIT)  MELEE (BR)  MELEE (BR)  SCIPLINE (WILL)  BANKED (BR)  MELEE (BR)  SCIPLINE (WILL)  BANKED (AG)  RANGED (AG)  RANGED (AG)  RANGED (AG)  RANGED (AG)  CENAMICS (NIT)  SCIPLINE (WILL)  SCIPLINE (WILL)  SCIPLINE (WILL)  DECEPTION (CUD)  CENAMICS (NIT)  DECEPTION (CUD)  LEDIORS (RR)  CORRODON (WILL)  DECEPTION (CUD)  LEADERSHIP (PR)  NEOTHATION (PR)  CULSTOM SKILLS  SETTING?  CAPEER?  RANK  WEAPONS  WEAPONS	BKAWN	AGILITY			WILLPON	VER	PRESENCE
BRAWL (BR)  STROCARTOGRAPHY (WIT)  THEFIES (BR)  DIMPUTERS (WIT)  DOMPUTERS (WIT)  RANGED (WIT)  BRAWL (BR)  MELET-HEAVY (AB)  MELET-HEAVY (BR)  MELET-HEAVY (AB)  PRANGE (AB)  PRANGE (WILL)  RANGED-HEAVY (AB)  SOLIAL SKELLS  SETTING?  CARRER?  RANK  KNOWLEDGE (WIT)  NOWMLEDGE SWILLS  SETTING?  CARRER?  RANK  KNOWLEDGE (WIT)  NOWMLEDGE (WIT)  CUSTOM SKILLS  SETTING?  CARRER?  RANK  KNOWLEDGE (WIT)  NOWMLEDGE (WIT)  NOW LEDGE (	ENERAL SKILLS	SETTING? CAREER?	/I\	71X /1X	SETTING?	CAREER?	BANK
THIETICS (BB)  DIMPUTERS (INT)  DOL (PR)  DOL (PR)  DOBODINATION (AG)  SESPELINE (RUILL)  SESPELINE (RUILL)  SERVING (AG)  ECHANICS (INT)  DOBODINATION (AG)  RANGED-HEAVY (AG)  RANGED-							$\rightarrow \rightarrow \rightarrow$
THILETICS (BR)  OMPUTERS (NTT)  OUT (PR)  OUT	STROCARTOGRAPHY (INT)	70 / LZN		GUNNERY (AG)			$\supset\supset\supset$
MELEF-LIGHT (BR)	THLETICS (BR)			MELEE (BR)			$\rightarrow \rightarrow \rightarrow \rightarrow$
DORDINATION (AG)  SCIPLINE (WILLI)  SCIPLINE (WILLI)  SCIPLINE (WILLI)  ECHANICS GIVT)  ENDING GAGD  ENDING GAGD  ECHANICS GIVT)  ENDING GAGD  ECHANICS GIVT)  ENDING GAGD  ECHANICS GIVT)  ENDING GAGD  ECHANICS GIVT)  ENDING GAGD  ENDING GA	DMPUTERS (INT)			MELEE-HEAVY (BR)			$\rightarrow \rightarrow \rightarrow \rightarrow$
RANGED-HEAVY (AB)  RANGED-HEAVY (AB)  RANGED-LIGHT (AG)  SOCIAL SKILLS  SETTING?  CAREER?  RANK  CHARM (PR)  COERCION (WILL)  DECEPTION (CUND)  LOTING (AB)  LEADERSHIP (PR)  KUDUGGERY (CUND)  CHEATH (AB)  NEGOTIATION (PR)  KUDUGGERY (CUND)  NEVIVAL (CUND)  SOCIAL SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE CINTD  CUISTOM SKILLS  CUISTOM SKI	DOL (PR)		$\bigcirc$	MELEE-LIGHT (BR)			$\rightarrow \rightarrow \rightarrow$
RIVING CAGE  EECHANICS CINT  DOCAL SKILLS  SCITING?  CAREER?  RANK  CHARM (PR)  COERCION (WILL)  DECEPTION (CUND)  LOTING (AG)  ESILIENCE CBR)  NEGOTIATION (PR)  KNOWLEDGE SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE CINT)  URVIVAL (CUND)  DIRVIVAL (CUND)  CUISTOM SKILLS  SETTING?  CAREER?  RANK  NOWLEDGE SKILLS  SETTING?  CAREER?  RANK  NOWLEDGE CINT)  WEAPONS	OORDINATION (AG)			RANGED (AG)			$\longrightarrow$
SOCIAL SKILLS SETTING? CAREER? RANK  CHARM (PR)  COERCION (WILL)  COERCION (WILL)  DECEPTION (CUN)  LICTING (AG)  LICTING (AG)  SULLENCE (BR)  NEGOTIATION (PR)  KULDUGGERY (CUN)  TEALTH (AG)  TREETWISE (CUN)  URVIVAL (CUN)  GILANCE (WILL)  CUSTOM SKILLS SETTING? CAREER? RANK  KNOWLEDGE SKILLS SETTING? CAREER? RANK  KNOWLEDGE (INTT)  CUSTOM SKILLS SETTING? CAREER? RANK  MOWLEDGE (INTT)  CUSTOM SKILLS SETTING? CAREER? RANK  MOWLEDGE (INTT)  CUSTOM SKILLS SETTING? CAREER? RANK  MOWLEDGE (INTT)  WEAPONS	ISCIPLINE (WILL)	<u>'                                    </u>		RANGED-HEAVY (AG)			$\rightarrow \rightarrow \rightarrow$
EDICINE (INT)  PERATING (INT)  COERCION CUUD  DECEPTION (CUUD)  LEADERSHIP (PR)  COERCION CUUD  LEADERSHIP (PR)  NEGOTIATION (PR)  NEGOTIA	RIVING (AG)			RANGED-LIGHT (AG)			$\rightarrow \rightarrow \rightarrow$
PERATING (INT)  COERCION (WILL)  DECEPTION (CUND)  LEADERSHIP (PR)  NEGOTIATION (PR)  KNOWLEDGE SKILLS  KNOWLEDGE SKILLS  KNOWLEDGE CUND)  TREATH (AG)  TREETWISE CUND)  URVIVAL (CUND)  GILANCE (WILL)  AGIG SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE WILLS  SETTING?  CAREER?  RANK  KNOWLEDGE CUNT)  CUSTOM SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE WILLD  CUSTOM SKILLS  SETTING?  CAREER?  RANK  MEAPONS	ECHANICS (INT)			SOCIAL SKILLS	SETTING?	CAREER?	RANK
PERATING (UNT)  ERCEPTION (CUN)  DECEPTION (CUN)  LEADERSHIP (PR)  LEADERSHIP (PR)  NEGOTIATION (PR)  KULDUGGERY (CUN)  FEALTH (AG)  TREETWISE (CUN)  URVIVAL (CUN)  GILANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE (INT)  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  WEAPONS	EDICINE (INT)			CHARM (PR)			$\longrightarrow$
LEADERSHIP (PR)  ESILIENCE (BR)  DIDING (AGG)  KULDUGGERY (CUN)  TEALTH (AGG)  TREETWISE (CUN)  URVIVAL (CUN)  GGLANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE SKILLS  SETTING?  CAREER?  RANK  KNOWLEDGE (INT)  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  NEADONS	PERATING (INT)		$\bigcirc$	COERCION (WILL)			$\rightarrow \rightarrow \rightarrow$
ESILIENCE (BR)  IDING (AG)  KULDUGGERY (CUN)  TEALTH (AG)  TREETWISE (CUN)  URVIVAL (CUN)  IGILANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  WEAPONS	ERCEPTION (CUN)			DECEPTION (CUN)			$\rightarrow \rightarrow \rightarrow$
IDING (AG)  KULDUGGERY (CUN)  TEALTH (AG)  URVIVAL (CUN)  GILANGE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  RANK  RCANA (INT)  IVINE (WILL)  WEAPONS	ILOTING (AG)			LEADERSHIP (PR)			$\rightarrow \rightarrow \rightarrow \rightarrow$
KULDUGGERY (CUN)  TEALTH (AG)  URVIVAL (CUN)  URVIVAL (CUN)  GGILANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  RANK  RANK  RCANA (INT)  IVINE (WILL)  WEAPONS				NEGOTIATION (PR)			$\rightarrow \rightarrow \rightarrow \rightarrow$
TEALTH (AG)  TREETWISE (CUN)  URVIVAL (CUN)  IGILANCE (WILL)  CUSTOM SKILLS  SETTING?  CAREER?  RANK  RCANA (INT)  IVINE (WILL)  WEAPONS	<u> </u>			KNOWLEDGE SKILLS	SETTING?	CAREER?	RANK
TREETWISE (CUND  URVIVAL (CUND)  IGILANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  RCANA (INT)  VINE (WILL)  WEAPONS	1	<del>1 X 1/1                                 </del>		KNOWLEDGE (INT)			$\rightarrow \rightarrow \rightarrow$
URVIVAL (CUND  IGILANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  RCANA (INT)  IVINE (WILL)  WEAPONS  WEAPONS							$\rightarrow \rightarrow \rightarrow$
IGILANCE (WILL)  AGIC SKILLS  SETTING?  CAREER?  RANK  RCANA (INT)  IVINE (WILL)  WEAPONS  CUSTOM SKILLS  SETTING?  CAREER?  RANK  CUSTOM SKILLS  SETTING?  CAREER?  RANK  WEAPONS		<del>/}-{</del>					$\rightarrow$
AGIC SKILLS  SETTING?  CAREER?  RANK  RCANA (INT)  IVINE (WILL)  WEAPONS	\\/\\/\\/.		+ > > > > >	W W			→ → → →
RCANA (INT)  VINE (WILL)  RIMAL (CUN)  WEAPONS		OFFERIOR LINE		CUSTOM SKILLS	SETTING?	CAREER?	RANK
IVINE (WILL)  RIMAL (CUND  WEAPONS		SETTING? CAREER?	HANK		<del>-                                     </del>		
RIMAL (CUN)  WEAPONS							
WEAPONS	<u> </u>		$\bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc$				→ → → → → → → → → → → → → → → → → → →
EAPUN SKILL DAMAGE CHI KANGE SPECIAL	7,000	A A		<del></del>	DAMOE		005011
	EAPUN	SKILL	DAMAGE	CKII	KANUE		SPECIAL

		MOTIVATIONS	CHARACTER ILLUSTRATION	
Strength:	Flaw:			
Desire:	Fear:			
			X	
			CHARACTER DESCRIPTION	
X X X X X X X X			GENDER:	
Money:		FOUR DATE LOS	AGE:	
Weapons & Armor:	Personal Gear:	EQUIPMENT LOG	HEIGHT:	
Weapons & Annor.	Personal Gear:		BUILD:	
			HAIR:	
			EYES:	
			NOTABLE FEATURES:	
		NOTES	CRITICAL INJURIES SEVERITY RESULT	
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			TALENTS AND SPECIAL ABILITIES	
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