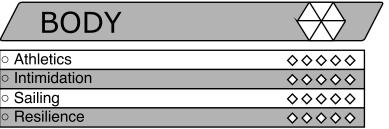
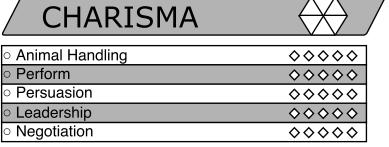


PLAYER:	\bigcap
CHARACTER:	
BACKGROUND:	
ORIGIN:	
CLASS:	
SPECIALIZATION:	
	ノ

CRITICAL INJURIES RESULT SEVERITY		SOAK	
N.2002.	$\Diamond\Diamond\Diamond\Diamond$		
	$\Diamond\Diamond\Diamond\Diamond$		
	$\Diamond\Diamond\Diamond\Diamond$	CURR	ENT
	$\Diamond\Diamond\Diamond\Diamond$	WOUND	STRAIN
DEFE	:NSE	MAX THRI	ESHOLD
Danasad	Malaa		
Ranged	Melee	WOUND	STRAIN
HONOR			



AGILITY	
Acrobatics	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
Crafting	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Piloting	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Sleight-of-Hand	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Stealth	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Stealth	$\diamond \diamond \diamond \diamond$



111122231	
o Decipher	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
 Engineering 	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Medicine	$\Diamond\Diamond\Diamond\Diamond\Diamond$
 Navigation 	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$

KNOWLEDGE SKILLS

INTELLECT

/ GUILE	
Deception	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
o Discipline	$\Diamond\Diamond\Diamond\Diamond\Diamond$
 Perception 	$\Diamond\Diamond\Diamond\Diamond\Diamond$
o Survival	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$

○ Culture	$\Diamond \Diamond \Diamond \Diamond \Diamond$
 Geography 	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ History	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Nature	***
○ Spirit World	$\Diamond\Diamond\Diamond\Diamond\Diamond$
 Streetwise 	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Warfare	$\Diamond\Diamond\Diamond\Diamond\Diamond$

/ CHI	
Bending Arts	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
Empathy	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Instinct	$\Diamond\Diamond\Diamond\Diamond\Diamond$
 Meditation 	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$

o Martial Arts (BOD)	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ One-Handed Weapons (BOD)	$\Diamond\Diamond\Diamond\Diamond\Diamond$
○ Two-Handed Weapons (BOD)	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
○ Bending (ANY)	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
○ Ranged (Heavy) (AGI)	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$
Ranged (Light) (AGI)	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$

COMBAT SKILLS

