WOUNDS -1 -2 -3 INC -2 -1 FATIGUE HERO: RACE: CHARISMA: PACE: RACIAL ABILITIES:	PARRY TOUGHNESS ATTRIBUTES AGILITY SMARTS STRENGTH SPIRIT VIGOR	SPACE LZ	E -
SKILLS		HINDRANCES	
GEAR & ARMOR POWERS COST RANGE DAMAG	Æ/EFFECT DURATION		
WEAPONS RANGE ROF D	PAMAGE AP WT NOTES	POWER POINTS	