





WOUNDS -1 -2 -3 INC -2 -1 FATIGUE

HERO: RACE:


CHARISMA: PACE:

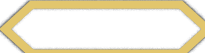
RACIAL ABILITIES:

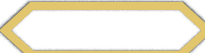
PARRY


TOUGHNESS


ATTRIBUTES

AGILITY

SMARTS









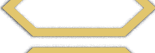
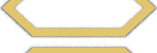




STRENGTH

SPIRIT

VIGOR



SKILLS

	_____		_____
	_____		_____
	_____		_____
	_____		_____
	_____		_____
	_____		_____
	_____		_____

GEAR & ARMOR

POWERS COST RANGE DAMAGE/EFFECT DURATION

WEAPONS RANGE ROF DAMAGE AP WT NOTES

HINDRANCES



EDGES

POWER POINTS

