	PEI	RFE	CT	-	IOF	<b>SI</b>	Z	ON	2	16	5×			CH	aract	er si	-IEET
Player:									HEA	I TU							_
Narrator:					CAP PE	N I	HEA	ם מנ		L.AR	M	R.ARI	м	L.L		R.Le	
Character:				Leth		ïl	ווכו	-1U [	יים דעטע דעטע		 	IX.FIIXI	<u>"</u>	<u> </u>		K.C	<u>.</u> 0
Species:	Gender:			Hea		╣	닏	$\dashv$	+	닞	$\dashv$	$\vdash$	┙	닉	┙╵	부	$\dashv$
Age:	Height:					1	$\underline{\sqcup}$	$\cup$	$\perp \! \! \! \perp$	$\Box$	<u> </u>	$\Box$	<u>)</u> .	$\Box$	<u> </u>	$\Box$	<u> </u>
Hair:	Weight:			Nonleth		2											
Eyes:	s: Blood Type:				ne	] [	T	ACTIVE			LIFT	:		F	ATIGU	IE:	_
Hand:	Birthdate	:		Sizo	2:		로 REACTIVE:			MAX	MAX LOAD:			PEN RATE:			
BG Card:				DTI	R:			SPEED	:		LOAD	_OAD:			PEN:		
	STAT	S			,			BACKGI	ROUNDS	5	WEAKNESS			ESSES	5		
<b>STR</b> ENGTI-	STRENGTH: RE					Г											
<b>END</b> URANCE	:		KNOW	EDGE:													
CONSTITUTION	1:		RES	OLVE:													ĺ
<b>REF</b> LEXES	5:		IN	<b>IS</b> IGHT:													
COORDINATION	l:		<b>PER</b> SON	ALITY:													
MANIPULATION	l:			LUCK:													
<b>L00</b> KS	5:																
Passive dodge:		PERCEF	TION:														
ACTIVE DODGE:		INITIA	ATIVE:														
ENERGY:		EXP	CAR	DS		Ta	ctica	∍l Skill			R	oll		Acti	ve	Reac	tive
					Close	Cor	mbal	;									
					Range	d C	omb	at									
	Total	:															
WEAPON	SIZE	HANDS	ROL	L	DAMAG	ΞE	TR	TYPE	HEFT	ER		1R	RC	)F	1A	OMP	
																	_
	ARMO	)R						ME	CHA			ROLL ACTOR DAMAGE CAP: HEAD L.ARM L.LEG					
TYPE:	TR:	AR:	EFF	: E F	P B S	М	ODEI				TD	AMA	3E C	AP:		PEI	—— N:
COV:	DC:					D.	TR:		OTR				Г		BODY		Г
BURDEN:							ZE:			•			_	H	R.ARN		┢
	HIT LOCA	ATION				$\perp$	PEED	١٠					┢		R.LE		╁
Main (1d10): Penalty		Head hits (1d12):				STR: REF:				DAMAGE EFFECTS							
1 = head -3	1-5 = no u	1–5 = no unusual effect					111.		INCI	•		I	1111111	00	_11 CC	دا.	
2 = left arm -2		6-7 = jaw (-1, can't chew or speak)					D055# 15 20255										
3 = right ərm	1	8–9 = mouth (–1. lose 1d4–1 teeth) 10 = nose (–1. bleeding or broken)						Passive dodge:									
5 = right leg -2	11 = ear (-	11 = ear (–2. deafened / stunned)						ACTIVE DODGE:									
6–10 = body —1	_	–2. blinded /				IN	IITIAT	TIVE:									
Passive Dodge: LUC+5—size • Active HDL[REF]+REA • Health (Lethal): (CON						0	PTIOI	NS:									

PESSIVE DOUGLE, COCKS-SIZE & FICKLOW BOUGLE, NOLICEFTICOUS-SIZE & FERCEPHORI, NOLICEFTIS & INITIATIVE, HOLICEFTIS & INITIATIVE, HEALTH (Nonlethal); (CINH-DTR)X3 & Lethal PEN: END+2 (Head-1) & Nonlethal PEN: RES & GONE: CON & Delay (Active): 10-[(REF+REA)+4] & Delay (Reactive): Active+2 & Speed: [(STR+REF+CO0)+3]+(height x2) & Lift: (STR) & Max Load: ENDx10% of Lift & Fatigue PEN rate: END & Energy: END x RES & SKP: (REA+KNO+RES)x5 & Damage: HDL(STR+size)

species abiliti	ETC.	CYBERNETICS								
MONEY.	VALUAB	LES								
CVILI	CTOT	DTC	DOL I	CVII I	CTOT	DTC	DOL I			
SKILL	STAT	RTG	ROLL	SKILL	STAT	RTG	ROLL			