NAME:



OCCUPATION:

3 Sleight o' Hand Speed Load Throwin' Leadership Overawe Tinkerin' 4 KNOWLEDGE d Performin' 5 Area Knowledge NIMBLENES d CHIPPS 1 Home County (2) Climbin' (1) STRENGTH d 2 2 Demolition Dodge STRENGTH d 2 3 Disguise Drivin' 10 4 Language Fightin' VIGOR d 3 6 SHOOTIN' RONS & SUCH PACE: WOUNDS 8 Weapon Shots RoF Range Damage Speed Damage Fist Wound KEY LT. Arm Light White Heavy Green Serious Yeller Serious Yeller	A-MMO ONE		TRAI	TS & A	EUTITY-)ES	*	WHITE CHIPS
Scrutinize 5 Search (1) 6 Trackin'	2	Artillery	_d	Medicine	_	Sneak (1) Swimmin'		2
DEFINES d Hade Bow Two Filchin' 1 Lockpickin' 2 Shootin' 3 Sleight o' Hand Speed Load Throwin' 4 Speed Load Throwin' 5 Overawe Performin' 6 KNOWLEDSE d Academia Tale Tellin' 7 HAND THATE 1 HAND-TO-HAND WEAPONS Weapon Defense Speed Damage Pist I Hade Speed Load Throwin' 1 Leadership Overawe Tinkerin' 3 Survival 2 2 Tinkerin' 4 APPS Scroungin' 5 Streetwise Scroungin' 5 Streetwise Scroungin' 5 Streetwise Scroungin' 5 Survival 2 2 Tinkerin' 4 APPS Scroungin' 5 Survival 5 Survival 5 Survival 6 Survival 7 APPS Scroungin' 5 Streetwise 9 Survival 6 Survival 7 Apps Scroungin' 1 Streetwise 9 Survival 9 Survival 1 Streetwise 9 Survival 1 Streetwise 9 Survival 1	5	Search (1)		Science			<u>d</u>	5
3 Sleight o' Hand Speed Load Leadership Streetwise Survival 2 Throwin' Leadership Overawe Performin' 4 Leadership Overawe Tinkerin' 4 Leadership Overawe Tin	Two 1	Bow Filchin' Lockpickin'	d			Bluff Gamblin'	_d	
Academia Tale Tellin' Academia Tale Tellin' Faith Guts Blue CHIPS Area Knowledge 1 Home County (2) Climbin' (1) Dodge 3 Disguise Drivin' Language Fightin' Weapon Shots RoF Range Damage WIND: RT. ARM GRIT: HAND-TO-HAND WEAPONS Weapon Defense Speed Damage Fist — 1 Wound KEY Light White Heavy Green Serious Yeller	3	Speed Load		Animal Wranglir Leadership Overawe	0.000	Scroungin' Streetwise Survival		2 3
THREE Area Knowledge 1 Home County (2) 2 Demolition Dodge Drivin' Language 6 SHOOTIN' RONS & SUCH Weapon Shots Rof Range Damage 9 WIND: 10 Fist Fist			d	Persuasion		Faith	_d	- 5 - 5
4 Language Fightin' 5 6 SHOOTIN' IRONS & SUCH Weapon Shots Rof Range Damage 9 WIND: 10 Fist - 1 Speed Damage VIGOR d 3 4 5 WOUNDS WOUNDS WOUNDS VIGOR D 3 4 5 WOUNDS WOUNDS LIGHT White Heavy Green Serious Yeller	1 2	Home County (2) Demolition		Climbin' (1) Dodge	d		d	- CHIPS 1
Weapon Shots Rof Range Damage WIND: HAND-TO-HAND WEAPONS Weapon Defense Speed Damage Fist 1 Serious Yeller WOUNDS WOUNDS WOUND KEY HEAD WOUND KEY LT. ARM Heavy Green Serious Yeller	4					VIGOR _	_d	4
9 10 11 12 HAND-TO-HAND WEAPONS Weapon Defense Speed Damage Light White Heavy Green Serious Yeller 14 Fist - 1 Serious Yeller	7							DUNDS
13 Weapon Defense Speed Damage Light White Heavy Green Serious Yeller	10						R	r. A R M
Serious rener	13	Weapon Def	ense	Speed D	amage	Light White Heavy Green		
Maimed Black (mark wounds with LT. LEG VIND colored paper clips)	15			Wint		Critical Red Maimed Black (mark wounds with	L	

ARCANE A BILITIES

WHITE HIPS	Hexslingin'	Ritual	Riti	uals				A S
1	Power	Speed	Duration	Range	Trait	TN	Notes	
2		2000	A TOTAL OF THE PARTY OF THE PAR					
3						-	•	
5				*				
6	V.*	-	-					
7								
(ED								
HPS 1								
2						_		ŧ
3	ED	SES &	5		E	-Q1	JIPMENT	
4	HIND	RANCI	=6					
5	11111	. 4.10					. 10 M	
<u> </u>								
BLUE -		-						
1 _								
2 _	98 ·		1 22					
3 4	A Company			4:				
5				7 4	V	· 17	11/00/5	
OUND	5						WORST	
HEAT	—	ARAC			N	14	+TMA-RE	
All .		OTES	5				N	W
₹T. A-1	ZW				1		1 - 2 - 2 - 2	
LT. A								
GUT					1			
					*			
R. LI	<u> </u>							
LT. L	<u></u>	. 1.	01			144		
		WIN]	> (1401	5 N, 2	>PIRI	T)		