Name		Power		Name		Power	
Status OUp	Stun	Unc. Dead	Hits	Status Up	Stu		Hits
Strength	d+	armor/	-0d	Strength	d+	armor/	-0d
unarmed strike	d+	called shots		unarmed strike	d+	called shots	
	d+	d+ +6 +8			d+	d+ +6 +8	
	(d+)				(d+		
Agility 👝	d+	d+ +4	-1d	Agility	d+	d+ +4	-1d
dodge		d+		dodge		d+	
Awareness	d+			Awareness	d+		
spot	d+	+3 d+	-2d	spot	d+	+3 d+	-2d
listen	d+	+3 d+	-20	listen	d+	+3 d+	-20
Will	d+		\square	Will	d+		\square
toughness				toughness			
Health	d+ m	otivation	-3d	Health	d+	motivation	-3d
walk				walk			$) \bigcirc \bigcirc$
run	p	ersonality/other		run		personality/other	
sprint				sprint			
recover		ear/skill	-4d	recover		gear/skill	
Fate	d+			Fate	d+		\leq
luck 1 3 5 7	(d+)			luck 1 3 5 7	d+		
Stamina		+5+1	0 -5d	Stamina		+5 +10) -5d
Name		Power		Name		Power	
Status Up	Stun	Unc. Dead	Hits -0d	Status Up	Stu		Hits -0d
Strength unarmed strike	d+	armor/ called shots	-00	Strength unarmed strike	d+ 	armor/ called shots	-ud
	d+	d+	\square		d+	d+	\square
	d+	+6 +8			d+	+6 +8	
Agility	d+	d+ +4	-1d	Agility	d+	d+ +4	-1d
dodge		+2 d+		dodge		+2 d+	\square
Awareness	d+			Awareness	d+		
spot	d+			spot	d+		
listen	d+	+3 d+	-2d	listen	d+	+3 d+	-2d
Will	d+			Will	d+		
toughness				toughness			
Health	d+ m	otivation	-3d	Health	d+	motivation	-3d
walk				walk			
run	p	ersonality/other		run		personality/other	
sprint				sprint			$\left(\right)$
recover	g	ear/skill	4d	recover		gear/skill	_ -4d
Fate	d+		$\langle \bigcirc $	Fate	d+		$\langle \bigcirc$
luck 1 3 5 7	(d+)		$\neg \bigcirc$	luck 1357	d+		\sim
Stamina	\frown	+5 +1	0 -5d	Stamina	\square	+5 +10	