Name		Power		Name		Power	
Status Up	Stu		d Hits	Status Up	Stu		Hits
Strength	d+	armor/	-0d	Strength	d+	armor/	-Od
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+	F -2d	spot	d+	+3 d+	-2d
listen	d+	+3 d+	r -2u	listen	d+	+3 d+	-20
Will	d+			Will	d+		\square
toughness				toughness			\square
Health	d+	motivation	-3d	Health	d+	motivation	-3d
walk				walk			
run		personality/other		run		personality/other	
sprint				sprint			
recover		gear/skill	4d	recover		gear/skill	-4d
Fate	d+		\neg	Fate	d+		$\langle \bigcirc$
luck 1357	(d+)			luck 1357	(d+		
Stamina (+5	+10 -5d	Stamina		(((+5 +10	-5d
Name		Power		Name		Power	
Status 🔿 Up	Stu	n 🔿 Unc. 🔿 Dead	d Hits	Status Op	Stı	un OUnc. ODead	Hits
Strength	d+	armor/ called shots	-0d	Strength	d+	armor/ called shots	-Od
unarmed strike	d+	d+		unarmed strike	d +	d+	
	d+	+6 +8			d+	+6 +8	
	d+		-1d		d+		-1d
Agility	d+	d+ +4	-10	Agility	d+	d+ +4 +4	-10
dodge	\bigcirc	d+		dodge		d+	\square
Awareness	d+			Awareness	d+		\square
spot	d+	+3 d+	F -2d	spot	d+	+3 d+	-2d
listen	d+			listen	(d+		
Will	d+			Will	d+		
toughness	\bigcirc			toughness			
Health	d+	motivation	-3d	Health	d+	motivation	-3d
walk				walk			
run		personality/other		run		personality/other	
sprint recover				sprint			
		gear/skill		recover		gear/skill	-4d
Fate	d+			Fate	d+		
luck 1 3 5 7	(d+)			luck 1 3 5 7	d+		$\langle () \rangle$
Stamina			+10 -5d	Stamina			