

CHARACTERISTICS  Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Will Power (WP) Fellows  SKILLS  TALENTS & TRAITS  SKILLS (CONT.)  Acrobatics (Ag)	1			
CHARACTERISTICS  Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Will Power (WP) Fellows  SKILLS  TALENTS & TRAITS  SKILLS (CONT.)  Acrobatics (Ag)  Awareness (Per)  Barter (Fel)  Carouse (T)  Carouse (T)  Carouse (T)  Carouse (Int)  Ciphers (Int)  Ciphe				
CHARACTERISTICS  Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agillity (Ag) Intelligence (Int) Perception (Per) Will Power (WP) Fellows  SKILLS  TALENTS & TRAITS  SKILLS (CONT.)  Acrobatics (Ag)				
COOO Adv. Taken   COOO Adv.				
COOO Adv. Taken   COOO Adv.	E			
Command (Fel)   Command (Fel				
SKILLS   TALENTS & TRAITS   SKILLS (CONT.)	hip (Fel)			
SKILLS  TALENTS & TRAITS  SKILLS (CONT.)  Acrobatics (Ag)				
SKILLS   TALENTS & TRAITS   SKILLS (CONT.)	)			
Acrobatics (Ag)	Adv. Taken			
Acrobatics (Ag)				
Acrobatics (Ag)				
Acrobatics (Ag)				
Awareness (Per)       Literacy (Int)         Barter (Fel)       Logic (Int)         Blather (Fel)       Medicae (Int)         Carouse (T)       Navigation (Int)         Charm (Fel)       Performer (Fel)         Ciphers (Int)       Pilot (Ag)         Command (Fel)       Pilot (Ag)	BONUS			
Barter (Fel)	H			
Blather (Fel)				
Charm (Fel) Chem-Use (Int) Ciphers (Int) Climb (S) Command (Fel)				
Chem-Use (Int)				
Ciphers (Int)       Pilot (Ag)         Climb (S)       Pilot (Ag)				
Climb (S)         Pilot (Ag)           Command (Fel)         Description				
Command (Fel)				
Commerce (Fel)				
	H			
Common Lore (Int)  Scholastic Lore (Int)				
Concealment (Ag) Scrutiny (Per)	$\vdash$			
Deceive (Fel) Search (Per)	$\Box$			
Demolition (Int) Secret Tongue (Int)				
Disguise (Fel)   Security (Ag)				
Dodge (Ag) Shadowing (Ag) Shadowing (Ag) Shadowing (Ag) Shadowing (Ag) Silent Move (Ag)	$\vdash$			
Drive (Ag) Silent Move (Ag) Sleight of Hand (Ag)	H			
Evaluate (Int) Speak Language (Int)				
Forbidden Lore (Int)				
	$\parallel \parallel \parallel$			
	H			
Survival (Int)				
Gamble (Int) PSYCHIC DISCIPLINES Swim (S)				
Inquiry (Fel) Tech-Use (Int) Tech-Use (Int)	$\square$			
Interrogation (WP) Tracking (Int)	H			
Intimidate (S)				
PSYCHIC TECHNIQUES PSYCHIC TECHNIQUES				
EXPERIENCE POINTS Power Sustain Range PROHT FACTOR				
VD C C L T LIVD C				
Starting Current				
Misfortunes_	8			

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REGUE	RADER
——— Поvei	TIENT —

_	П	ПОVЕШЕНТ —	
Hal	f Move Full Move Charge  (AB x1) (AB x2) (	e Run Base Leap  (AB x3) (AB x6) (SB x1m)	Base Jump (SB x20 cm)
	Сна	ARACTERISTICS —	
Weapon Skill (WS) Ballistic Sk	till (BS) Strength (S) Toughness (T)	Agility (Ag) Intelligence (Int) Perception	(Per) Will Power (WP) Fellowship (Fel)
OOOO Adv. Taken	iv. Taken OOOO Adv. Taken OOOO Adv. Taken	OOO Adv. Taken OOO Adv. Taken OOO Adv	Taken OOOO Adv. Taken OOOO Adv. Taken
Nama	WEAPON	GEAR	ACQUISITIONS
Name Dam	nage Type Pen		
	F Clip Reload		المسالم المسائح
Name_	WEAPON		
Class Dan	nage Type Pen		
	F Clip Reload		
Name	WEAPON		MUTATIONS
Class Dan	nage Type Pen F Clip Reload		
	WEAPON	Conduction	Worning
Name	·	CORRUPTION  Current Points	WOUNDS Total
RangeROI	nage Type Pen F Clip Reload	— Degree	CurrentCritical Damage
Special Rules			Fatigue
	WEADON	A DITIOUR HEAD	INSANITY  Current Points
Name	WEAPON	ARIIIOUR 1-10	Degree Disorders
	nage Type Pen F Clip Reload		
		RIGHT ARIII	LEFT ARIII
	LIFTING	TYPE:	гүре:
Lfit	Carry Push	BODY 31-70	Armour Weight
		TYPE:	
	FATE POINTS	RIGHT LEG	Left Leg
	Total Current	71-85	86-100

TYPE: