	0.000	
OW LIP.	SKILLS A 5 (8) © 12 Fighting	4 6 8 00 12
O W TAR.	X	4 6 8 10 12
A CONTRACTOR	A 6 (s) © 2 Throwing A 6 (s) © 2 Lock Picking Stealth	4 6 8 00 12
V	4 6 8 NO 12 Steatth	A D D A A
100	A 6 S 10 12 Riding	
	4 6 8 0 2	The second secon
(::0)	4 6 8 10 12	
		are on the second
Nome Action not recommended		
Name for children under three	Weapon Range ROF Damage Weight Note Mr.Hurty STR +5	28
	- minutes	
Race Pile	l	
R I Nevice	<u> </u>	
Rank Novice		
VP		
XP		
Description	Armor Type Location Protection Weight Notes	s
A big pile of crap with a stubborn		
streak and a honking big weapon		
	\(\	
	11	
	LIATRIAA	
Agility 6 (8) 10 12	WOUNDS (-1) (-2) (-3) (S) FATIGUE	(-1) (-2) X
Smarts (4) 6 8 (6) (12) Spirit (4) 6 8 (6) (12) Strength (4) 6 8 (6) (12) Vicor (4) 6 8 (6) (12)	11,11111	
	EDGES	
Spirit 4 6 8 0 12	Dense and chewy - +1 Toughness (already added	in)
Strength 6 8 10 12	Goo flinging - may fling goo up to 36". Any targe	
Vigor 4 6 8 00 12	make a Vigor roll or be blinded for one round pl	
	per Raise.	
Pace (base 6")		us one round
	Malleable - can store up to 10 lbs of material in	us one round
Pace (base 6") 6 Parry (2+ Half Fighting)		us one round
6 Parry (2+ Half Fighting)	Maileable - can store up to 10 lbs of material in	us one round
	Maileable - can store up to 10 lbs of material in	us one round
6 Parry (2+ Half Fighting)	Maileable - can store up to 10 lbs of material in	us one round
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) Charisms Power Points	Maileable - can store up to 10 lbs of material in	us one round
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) Charisms Power Points	Maileable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore	us one round uside body d in).
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) 0 Charisma Power Points	Maileable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore)	d in).
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) 0 Charisma Power Points HINDRANCES	Maileable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore	us one round uside body d in).
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) 0 Charisma Power Points HINDRANCES Yellow2 to all Guts checks	Malleable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore NOTES Pygmy slog and saddle	d in).
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6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) 0 Charisma Power Points HINDRANCES Yellow 2 to all Guts checks Stubborn - you never admit that you are wrong	Malleable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore NOTES Pygmy slog and saddle	cLAMS Broke
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) 0 Charisma Power Points HINDRANCES Yellow 2 to all Guts checks Stubborn - you never admit that you are wrong	Malleable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore NOTES Pygmy slog and saddle	CLAMS Broke Wght Carried Wght Limit
6 Parry (2+ Half Fighting) 7 Toughness (2 + Half Vigor) 0 Charisma Power Points HINDRANCES Yellow 2 to all Guts checks Stubborn - you never admit that you are wrong	Malleable - can store up to 10 lbs of material in Burly - Str starts at d6, not D4 (already factore NOTES Pygmy slog and saddle	CLAMS Broke Wght Carried