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Status         Age       Status         Age       Height       Hair       Eyes         CHARACTERISTICS       FATE       RESILIENCE       EXPERIENCE         WS       BS       S       T       I       Ag       Dex       Int       WP       FeI       Resilience       Resolve       Motivation       Experience       Current       Spent       Tota         Advances       Image: Status         Garrent istic Adv       Skill         MOVEMENT         MOVEMENT         MOVEMENT         BASIC SKILLS       BASIC SKILLS         Name       Characteristic Adv       Skill         Art       Dex       Ag       Initiatate       S       I <th< th=""><th>Name</th><th></th><th></th><th></th><th></th><th>Sil</th><th></th><th></th><th></th><th>4</th><th>all</th><th>17.5</th><th>ecies</th><th></th><th></th><th></th><th>Class</th><th></th><th></th><th></th><th>Sh Y</th></th<>	Name					Sil				4	all	17.5	ecies				Class				Sh Y
Age     Height     Hatr     Eyes       CHARACTERISTICS     FATE     RESULIENCE     EXPERIENCE       WS     BS     S     T     I     Ag     Dax     Int     WP     Fat     Fat     Restlemee     Resolve     Motivation     EXPERIENCE       Current     I     I     I     I     I     I     I     Int     Int     WD     Ra       MOVEMENT       Current I     Mate     Characteristic     Adv     Skill       Name     Characteristic     Adv     Skill     Skill     Name     Characteristic     Adv     Skill       Attletics     Ag     I     I     I     Introdate     Skill     Name     Characteristic     Adv     Skill       Attletics     Ag     I     Introdate     Introdate     Introdate     Introdate     Introdate     Introdate       Colar     WP     I     Interior     I     Introdate     Introdate     Interior     Interior     Interior       Characteristic     Ag     Interior     Interior     Interior     Interior     Interior     Interior     Interior       Characteristic     Ag     Interior     Interior     Interior	Career	1. A.		1			4				N.	Ca	reer La	evel	12 12	and the second second	and the set				a sayan a
CHARACTERISTICS         FATE         RESILIENCE         EXPERIENCE           Initial         VS         S         T         1         Ag         Dec         Iait         WP         Fd         Fate         Resilience         Resolve         Motivation         Current         Current         V		th			i an			d'	une"				-							1	
WS         BS         T         I         Ag         Dec         Intitial         Fet         Resiltence         Resiltenc	Age						Heig	ht				Ha	air		7		Eyes		in his		
Initial       Image       <			CI	HAR	ACT	ERIS	TICS	5				FA	TE		RESILIENCE			1	EXPEI	RIEN	CE
Advances       Image		WS	BS	S	Т	Ι	Ag	Dex	Int WP Fel						Resilience	Resolve	Motivation	Cu	rrent S	Spent	Total
Current         MOVEMENT           BASIC SKILLS         BASIC SKILLS         CROUPED 6 ADVANCED SKILLS           Name         Characteristic         Adv         Skitt         Name         Characteristic         Adv         Skitt           Att         Dex         Image         Fel         Image         Fel         Image         Characteristic         Adv         Skitt           Characteristic         Adv         Skitt         Skitt         Skitt         Consume Advance         Skitt         Skitt         Characteristic         Adv         Skitt           Charm         Animal         WP         Image         Fel         Image         Fel         Image         Fel         Image         Image <th< td=""><td>Initial</td><td>1</td><td></td><td></td><td>16</td><td></td><td></td><td></td><td></td><td></td><td></td><td>Fortun</td><td>e</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></th<>	Initial	1			16							Fortun	e								
Movement         Walk         Run           BASIC SKILLS           BASIC SKILLS           Name         Characteristic         Adv Skill           Ant         DASIC SKILLS           Name         Characteristic         Adv Skill           Ant         Characteristic         Adv Skill           Colspan="2">Melec (Basic)         Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan	Advances											. Asta			in the second	MOVI	EMENT	1		rt in the	
Name         Characteristic         Adv         Skill         Name         Characteristic         Adv         Skill           Arti         Dex	Current									144		Moven	nent					Run		7	141
Name         Characteristic         Adv         Skill         Name         Characteristic         Adv         Skill           Arti         Dex		BA	SIC	SKII	IS		11-2	T			BAS	SIC SK	IIIS			CRO	DUPED &	ADVAN	NCED	SKI	US
Art     Dex     Image: Second	Name	Dir			1	Adv	Skil	-	Nan	ne	Dik			Adv	Skill						1. 1. 1. 1.
Athletics     Ag     Ag     Ag       Bribery     Fel     Intimidate     S     Intimidate     S       Charm     Fel     Intimidate     S     Intimidate     S       Charm Animal     WP     Intimidate     S     Intimidate     S       Climb     S     Intimidate     S     Intimidate     S       Cool     WP     Intimidate     S     Intimidate     S       Cool     WP     Intimidate     Navigation     I     Intimidate       Dodge     Ag     Intimidate     Navigation     I     Intimidate       Dadge     Ag     Intimidate     Navigation     I     Intimidate       Dadge     Ag     Int     Int     Int     Int     Int       Briber     Int     Row     S     Int     Int     Int       Gamble     Int     Int     Ag     Int     Int     Int       Talent Name     Talent     Navigation     Int<	Art		1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1		enotie	TRUT	- OAA	-		A CONTRACT	<u>.</u>							Charac		Thur	OKI
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Climb         S         A         A           Cool         WP         A         Melee (Basic)         WS         A	Charm Ani	mal	W	P	- Gud	1.74		-			p	Fel					<u>- 13</u>			1	- (4)3
Cool         WP         Image: Second	Climb		S		and a						2	WS		128		2.1		1.1			
Consume Alcohol         T         I	Cool		W	P	- All						rawling)	WS	19.1-2	1	1.1.1	- Maria				-r	
Dodge         Ag	Consume A	Alcohol	T			1.1	193.3				11 K. S. M. R. M. R.	I <sup>X</sup>	25.	L.			6 S	7	2	1	
Drive         Ag	Dodge		Ag							-		Int	1			1			R		. All
Endurance       T       I       I       Ride       Ag       I       I       I       I       I       I       I       Ride       Ag       I       I       I       I       I       I       I       Row       S       I       I       I       I       I       I       I       I       Row       S       I       I       I       I       I       I       I       I       I       I       I       Row       S       I       I       I       I       I       I       I       Row       S       I <thi< th="">       I<!--</td--><td>Drive</td><td></td><td>S715</td><td></td><td></td><td>and and</td><td>1.</td><td>-1</td><td>Perc</td><td>eption</td><td>n</td><td>I</td><td></td><td>11</td><td></td><td>1</td><td></td><td></td><td></td><td></td><td>N. S.</td></thi<>	Drive		S715			and and	1.	-1	Perc	eption	n	I		11		1					N. S.
Entertain       Fel       Image: Security ion       S       Image: Security ion       S       Image: Security ion       AMBITIONS         Talent Name       Times taken       Description       Description       Ag       Image: Short-term       Image: Short	Endurance			1.99	14	100		1	Ride	2		Ag		1					1. N. N. N.	1	
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Talent Name     Taken     Description       term     Long- term       PARTY       Party Name       Short- term       Long- term					TAL	ENT	S									AME	BITIONS				
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	Name	Locations	Enc	AP	Qualities	5			01-09	
	and the second					1	1		Head	10-24
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3161			-							(or secondary arm) 45-79
	TRAPPIN	IGS			PSY	CHOLO	GY		Right arm (or primary arm)	
	Name	Enc	:_   -						90-00	Body
						14.2			Right leg	80-89
				CO	RRUPTI	ON & M	UTATIO	N	$\wedge$	
									Shield	80-89 Left leg
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	man Starting		_	WEA	LTH		CUMBRA	NCE		WOUNDS
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