Armour Statistics																										
Armour type / Mtrl.	11	s	c	c.k	Shoulders	UpperArms	Elbows	Forearms	Hands	Thorax	Abdomen	S	Groin	ighs	ces	ves	t	Lo Sku	catio 111	0n	B	E	Р	F	S	T
	Skull	Eyes	Face	Neck	Sho	Up D	Elb	For	Hai	The	Abc	Hic	Gro	Thi	Kn(Cal	Feet	Eye	2S							
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Hardest Foe						Co	omł	oat:			J	lnju	ıry	pen	alti	cs			ighs		_					
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Great Condrij Defea	ted						•••											Fee								
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														deat	th po	enal	ty				11 11		r			
							Major Battles/Skirmishes									Skull Eye Neck Face										
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Fights To Be Remem	bere	d															Elbow									
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C	201	nk	ja	t	C	7	tī	0	45									C	Calf /	X	1	A	2			
Head: -20 Arms: -15 Bod	v: 0	L	egs:	-10		Lut	nge:	-20,-	+3 iı	D 1 .	0	verl	head	: -20),+3	ini.				C	Gro	'n	∖F	oot		
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****						Initiative (CON+SPE+AGI) Injury bonus																				
* Mutation risk \downarrow Infected							1	un	141]	IV Ú	ι ^υ		NTC	1 1	⊿+ <i>I</i>	1.GI	ا ر			mju	. y 1	JOI	uS			-

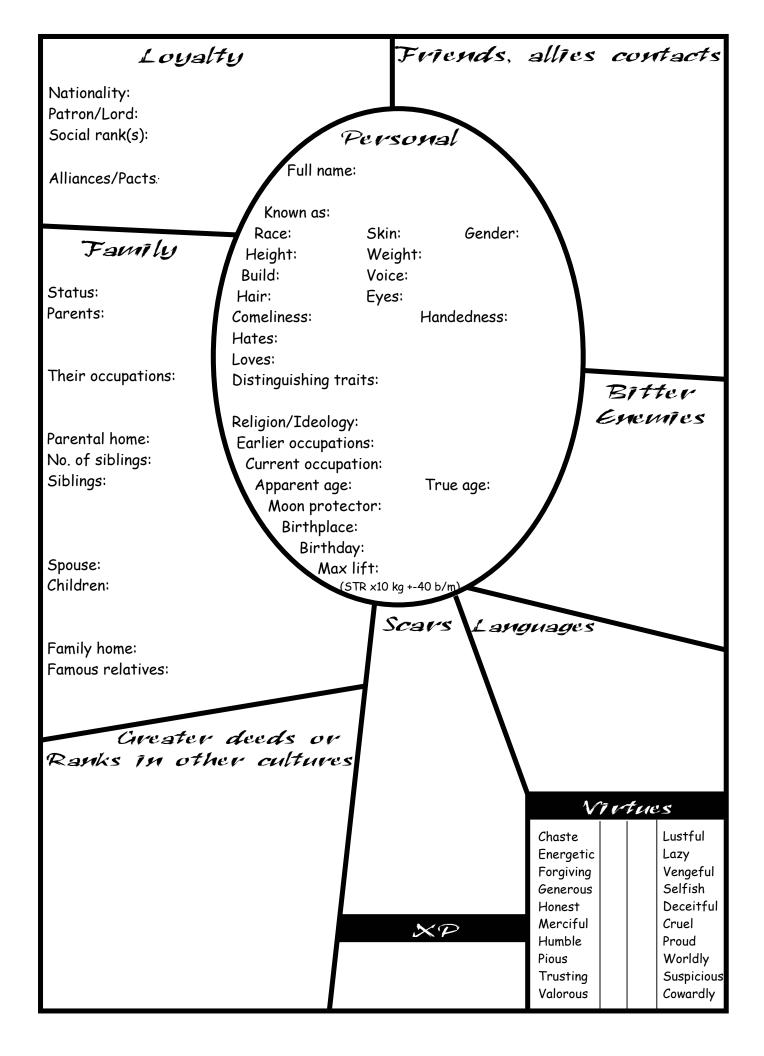


Players name:

Characters name:

Known as:

	Cha	vactevi	stic		Skill improvement							
Cons	titution	Strength	A	gility		INT skill	ls	AIM skills				
Socia	1	Education	Intelligence			AGI skill			OL skills SHO skills			
Colo	our	Isho	Aim			SIR skill SOC skil						
Speed		Spot		isten		*=1 XP		****=4 XP				
-p	-	- Por							*=3 XP			
				Sk	ī lls							
Diff.	Skill	Rank	Diff.	Skill		Rank	Diff. ***	Skill		Rank		
	Jump Climb						***	<u>Shal</u> Ebba				
	Stealth						***	Du				
							***	Gobey	/			
							***	Desti				
							*** Launtra					
							***	Tra				
		Coi	nbat	^e skil	ls				1s/	no pts		
Diff	Weapon	Rank =	Attack 100%	Defence 60%	CS 100%	MS 60%	MF 30%	CF 0%				
**	Unarmed							0				
**	Throw obje	ct						0				
**								0				
**								0	Col	our pts		
**								0				
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	Equipment									
In Backpack*	(Max 7 L, - 50 to n	novement / combat)	On Head	On Head						
			On Back (N	1ax 2 XL & 2 L)						
			In & On Har	nds						
			Satchel/Pou	uch/Small Ba	g* (Max 5 M)					
			Wealth							
			Gemules	Gemlinks	Gems					
Belt(s) (Max 2)	L / belt)	Worn (Clothes etc)	Gemclusters	Gemstars						
Boccord/Mua	dra = larger/smalle	r backpacks etc +2 or – 1 max amounts								