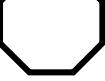
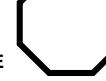
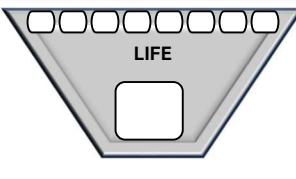
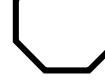
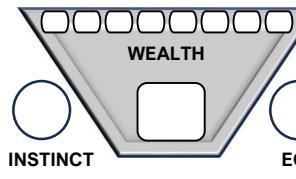


CHARACTER NAME	PLAYER NAME	Wealth » Assets » Connections » Livelihood																																																																															
AGE	GENDER	SIZE	STEP	BP TOTAL	BP AVAILABLE	EXPERIENCE	MORALE																																																																										
 ARMOR	 GRIT	 LUCK	 DEFENSE	 LIFE	 INSTINCT	 WEALTH	 EGO	 WARD																																																																									
BODY		DEXTERITY		MIND		PRESENCE																																																																											
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Air Sports » Ballooning » Gliding » Parachuting		Archery » Bows » Bowyer » Crossbows		Acrobatics » Contortion » Gymnastics » Jumping		Craft » Locksport » Skullduggery » Systems																																																																											
Endurance » Healing » Resilience » Stamina		Gunnery » Artillerist » Artillery » Heavy Weapon		Intrusion » Artillerist » Skullduggery » Systems		Drive » Ground Craft » Heavy Craft » Watercraft																																																																											
Ground Sports » Athletics » Climbing » Running		Melee » One Handed » Two Handed » Weaponsmith		Legerdemain » Cardistry » Juggling » Palming		Firearms » Gunsmith » Handguns » Long Guns																																																																											
Water Sports » Boating » Surfing » Swimming		Unarmed » Grappling » Lower Body » Upper Body		Stealth » Camouflage » Shadowing » Sneaking		Pilot » Aircraft » Spacecraft » Unmanned																																																																											
APTITUDE:				<table border="1"><thead><tr><th>Weapon</th><th>C</th><th>S</th><th>M</th><th>L</th><th>E</th><th>Cost</th><th>DMG</th><th>Fail</th><th>ATK</th><th>Ammo</th><th>Hide</th><th>Mass</th><th>Wield</th></tr></thead><tbody><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table>								Weapon	C	S	M	L	E	Cost	DMG	Fail	ATK	Ammo	Hide	Mass	Wield																																																								
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SENSES:																																																																																	

ASSETS • CONNECTIONS • LIVELIHOOD

EQUIPMENT

