





MOTICE	LONCHNESS	PARRY

CHARACTER NAME:		DESC/RACE:	XP:	RANK:	
SPIRIT d TOU STRENGTH d CHR	Wounds RRY (2+half Fighting) -J GHNESS (2+half Vigor) ARISMA Incapac	Fatigue -/ -/ -2 :itated!	BOATING (A) = d CLIMBING (ST) = d DRIVING (A) = d FIGHTING (A) = d GAMBLING (SM) d GUTS (SP) d	LOCKPICKING (A) = d NOTICE (SM) d PERSUASION (SP) d PILOTING (A) d REPAIR (SM) d RIDING (A) = d	
Armor Covers Not	ENCUM- Limit BRANCE	Penalty	HEALING (SM) d INTIMIDATION (SP) d INVESTIGATION (SM) d	SHOOTING (A) = d STEALTH (A) = d STREETWISE (SM) d	
Weapon RoF Ra	ange Damage Notes		KNOWLEDGE (SM) d d d d	SURVIVAL (SM) SWIMMING (A) = d TAUNT (SM) d THROWING (A) = d TRACKING (SM) = d	

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MISC INFO

Notes

POWERS			GEAR					
Power (Trapping)	Drain Range	Damage/Effect	Duration	ltem	Weight	Notes	ltem	Weight