Game:	Player: Ht: Wt: SM:	DX	[ ] W [ ] PE	P [ ] H  Cur  Cur  F   F    Dive Basic Damage    Thr= Native	rent P	Skill	Stat	Points [	Level	Eff. Level
Melee Weapons  Ranged Weapons	Skill Damage Reach		nots ST Bulk	Reaction Mods  Appearance: Reputation:  Shield/Skill  Rcl LC Cost Wt.	Status:  Other:  DB Skill Block total  Ammo Notes					
Columbrane	BM x 1: Dodge: BM x 0.8: Dodge -1: BM x 0.6: Dodge -2: BM x 0.4: Dodge -3:		Spoken Written	Advantages/Disadvantages	CR Points Page  [ ]					

Equipment & Possessions	Quantity	Cost	Weight	Ranged Weapons	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk R	cl L	C Cost	: Wt.	Ammo	Notes
				Melee Weapons	Skill	Damage	Reach	Parry	ST	Cost	Wt.	Notes			Range/Spe Speed/Range Modifier  0 -1 -2 -3 -4 -5 -6	e Linear M (rang 2 y	Weasurement ge/speed) /d or less 3 yd 5 yd 7 yd 10 yd 15 yd 20 yd
				Stored		Quantity	Cost	Weight	Advantages	s/Disadvanta	ages	CR	Points  [ ] [ ] [ ] [ ] [ ] [ ]	Page	-7 -8 -9 -10 -11 -12 -13 -14 -15	1 1 1 2 3 5	30 yd 50 yd 70 yd 100 yd 150 yd 200 yd 300 yd 500 yd 700 yd
				Stored		Quantity	Cost	Weight							Notes		

Outfit:	Quantity	Cost	Weight	Armour Type DF Skull	R Mod -7 -5 -5 0 -3 Skill -	RAm  LArm  RLeg  LLeg  Eye  Damage	Acc	DR Mod -2 -2 -2 -2 -9 -9	R Hand L Hand R Foot L Foot Vitals	Shots	st	OR Mod		LC Cost	Wt.	Skill Move Ammo	Dodge  Notes
				Melee Weapons	Skill	Damage	Reach	Parry	ST	Cost	Wt.		Notes	Notes			
Outfit:				Armour <sub>Type</sub> DF	R Mod		Туре	DR Mod		Туре	С	OR Mod	Shield/Ski	ill	DB	Skill	Block total
	Quantity	Cost	Weight	Skull Face Neck Torso Groin	-7 -5 -5 -0 -3	RAm  LAmm  RLeg  LLeg  Eye		-2 -2 -2 -2 -2 -9	R Hand L Hand R Foot L Foot Vitals			4	Encumbra	ance Level		Move	Dodge
	Quantity	Cost	Weight	Skull Face Neck Torso	7 5 5 _ 0	RAm LArm RLeg LLeg	Acc	-2 -2 -2 -2 -2	L Hand R Foot L Foot	Shots	ST	-4 -4 -4 -4		LC Cost	Wt.	Move	Dodge Notes

More Equipment & Possessions	Quantity	Cost	Weight	More Advantages & Disadvantages	CR	Points	Page	More Skills	Stat	Points	Level	Eff. Level
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