Pla Ge Le All Ho	ayer noty vel _ iance ome ⁻	Title Bonds III kg								Modifiers 1	Courth Edition Player Characes Score Mod Score Mod Max Encumb.	der Record Medium Heavy 2/3 1	
Attribute	MS IN CH SN			Mental Defense Use Artifacts Robot Recognition Perception		Remain Unseen				Attribute M	4-5 -2 21-22 +5 6-7 -1 23-24 +6 8-12 0 25-26 +7 13-14 +1 27-28 +8 15-16 42 etc. etc. Swim		
									 ombat				
V	Veap	<u>on</u>				# AT	THAC	<u>Damage</u>			Not <mark>es</mark>		
										1		Hit Points	
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4								D.A.	tation:	_	\	Force Field	
Р	hysic	al Mut	ations			MP	Phys	sical Mut			es		
		1.0.0					N 41 1 4		D. 4		N		
<u> \</u>	<u>lenta</u>	al Muta	tions			MP	MHA	<u>C Mental</u> T	Mutatio	ons	s Notes	1	

Equipment Carried

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ltem	Location	Wt	ltem	Location	Wt	ltem	Location	Wt
Class S	kills		Other Pos	ssessions	Exper	Experience		
						Total	XPe	
						Total	XI 3	
						XPs Needed for	<mark>or N</mark> ext Leve	1
	Cha	aract	er Description			F	<mark>Port</mark> rait	
Character Name			Play <mark>er Name</mark>					
Sex	Ag	е		Date of Birth	า			
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	Lyc	,0		OKIT				
Pers <mark>onality</mark>								
			Background	and Notes	5			
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