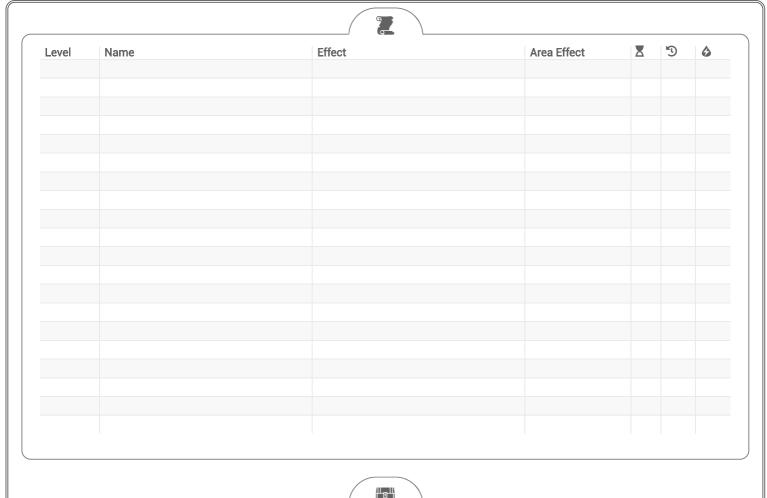
	an and an an an			LVL:1	
HP (Max)			SP (Max)	
MP (Max)		Armor HP (Max	()	
0 Fate Flip	Evading	Hiding	0		
Dazed □	Prone □	Rooted □	Staggered □	Stunned	Weakened □
• 0 0	Advantage			Damage Track	
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'		 Cor	mbat Stats —		
AC	Movement	Quickness			
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Name		Damage	Rang	ge(ft)	Ammu	nition	Depletion	Slots	Enhancer	nent Slots	٧	Weight Pts
Name	AP	Depletion	Slots	Enhance Slots	ement	Weight Pts	⅓ Na	me		Charg	es	
				31018		PIS						
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	ly Trade		Goal					
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					Special P	roficiencies		
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			Unarmed				<u>Improvised</u>	
8	0		0		0	8 0	0	0
	-1		0		1	-1	0	1
8	0		Light Melee		O 9	8 0	Heavy Melee	0
8	-1		0		1	-1	0	1
			Light Ranged				Heavy Ranged	
8	0		0		0 9		0	0
	-1		0		1	-1	0	1
					Armor Pr	oficiencies		
			Light Armor				Medium Armor	
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			Heavy Armor					
8	\circ		0		0 😉			
	-1		0		1			

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