

PSIONICS I.S.P. HEALING I.S.P. SENSITIVE 8, 4, 6, 8, 10, 4, 0, 4, 6, 4, 6, 4, 6, 2, 3, 2, 2, 4, 2. PHYSICAL 2, 1, 8, 2, 4, 4, 4, 4, 2, 2, 6, 4, 6, 8, 10. I.S.P.: L.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE: L.S.P. AT OR NEAR A LEY LINE NEXUS: L.S.P. SPENT:

CHARACTER HISTORY

CHARACTER HISTORY table with 4 columns: Name, Occupation, Notes. Empty rows for entry.

CONTACTS

CONTACTS table with 4 columns: Name, Occupation, Notes. Multiple rows for entries.

WEAPON PROFICIENCIES

WEAPON PROFICIENCIES table with columns: WEAPON, RANGE, DAMAGE, STR/THR AIM/BURST, PARRY, RATE. Empty rows.

AMMUNITION() table with 3 columns: AMMUNITION, RANGE, DAMAGE. Empty rows.

ARMOR: A.R.: D.C.: WEIGHT: COST: PROWL PENALTY:- %

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OUTFITS table with 2 columns: Item, Quantity. Empty rows.

MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:()

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ANIMAL COMPANION NAME: TYPE: H.P.: D.C.: A.R.: A.P.M.: STRIKE:+ PARRY:+ DODGE:+ DAMAGE:+ ROLL:+ CLAWS: D MOUTH: D : D : D NATURAL ABILITIES DAMAGE RECORD HIT POINTS: D.C.:

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