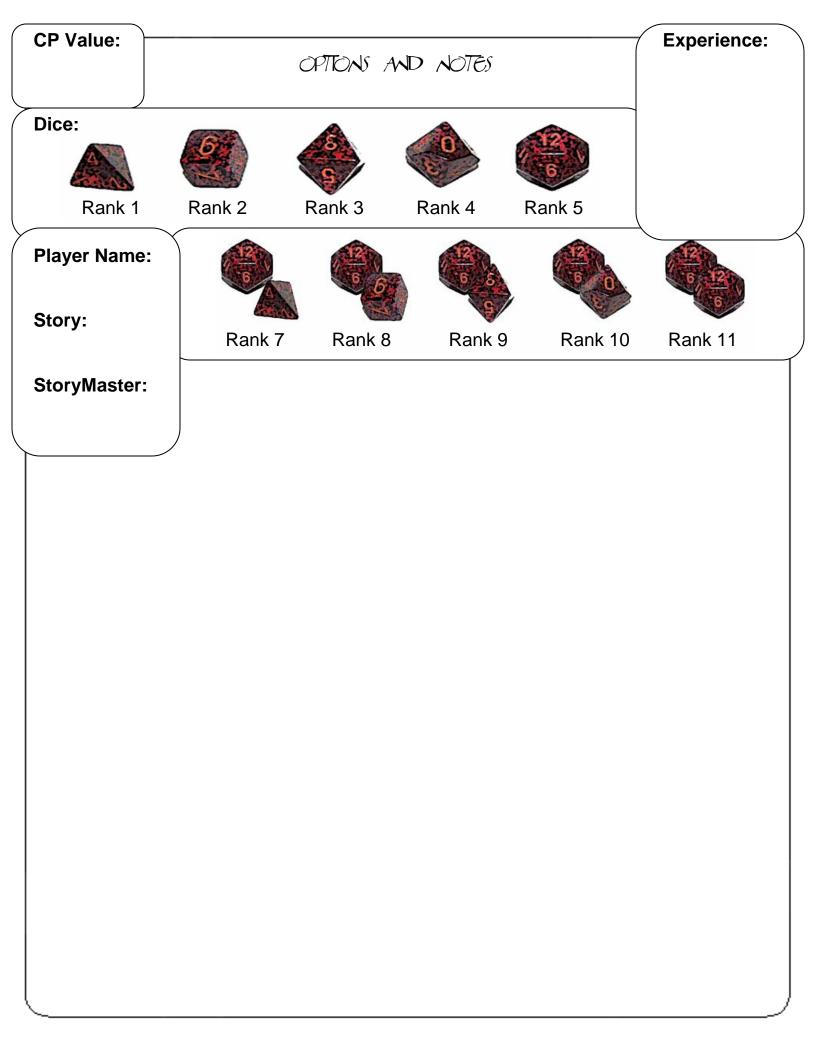
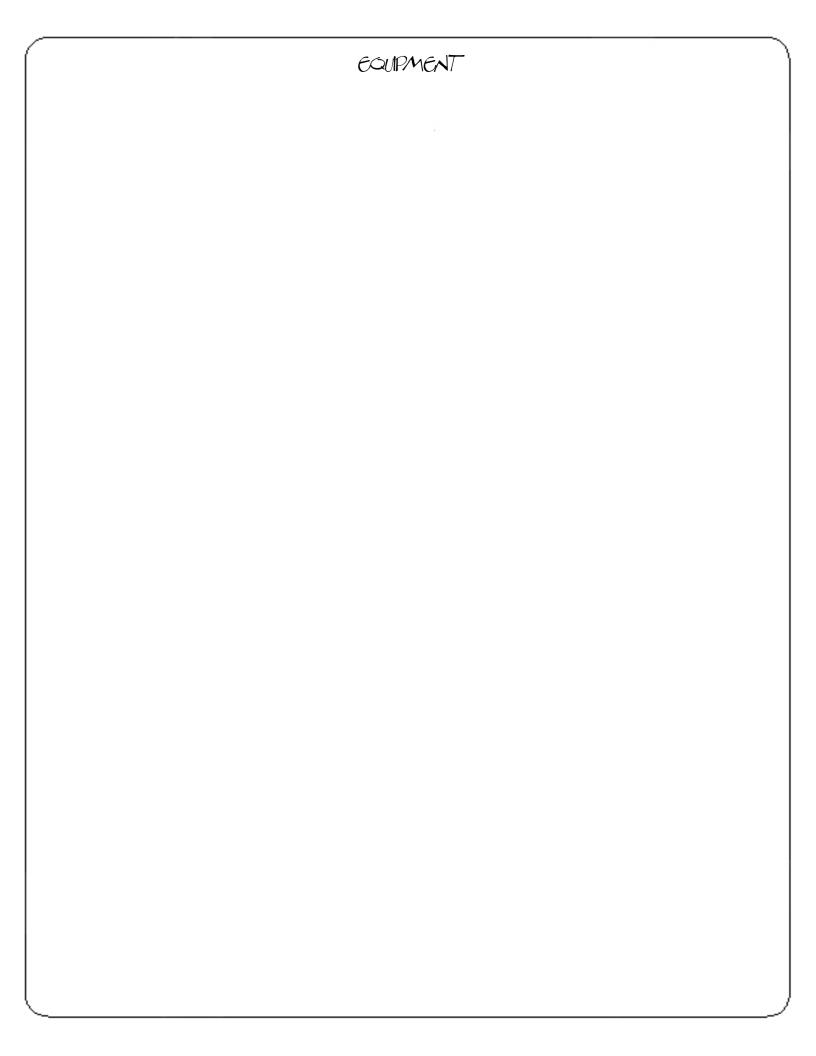
NAME: RACE: CAREER:  PHYSICAL ATTRIBUTES  Strength: Stamina: Dexterity: Agility:  SOCIAL ATTRIBUTES  Charisma:  DERIVED ATTRIBUTES  Melee Attack: Ranged Attack: Ranged Attack: Initiative:	CENDER: ACE: HEICHT: WEICHT:  MENTAL ATTRIBUTES  Intelligence: Wisdom: Wits: Mental Fortitude:  Dodges:  Flesh Wounds:  Health:  2/3 Health: 1/3 Health:		The character has full Health, Flesh Wounds, and Dodges The characters has no Dodges remaining and has taken 1 or more Flesh Wounds The character has lost 1/3 of their Health (rounded up) The character has lost 2/3 of their Health (rounded up) The character has lost 1/3 of their Health (rounded up) The character has lost 1/3 of their Health (rounded up) The character has lost 1/3 of their Health (rounded up) The character has lost 1/3 of their Health (rounded up) The character is Unconscious, Dying, or	<b>✓</b>
Skills:	Talents:	Natura	Dead	



OPTIONS AND NOTES



	$\overline{}$
DESCRIPTION AND BACKGROUND	
(	

