



Temporal

(ST)

(AC)

(TO)

(EN)

(HT)

Mental

(WP)

(Wit)

(MA)

(Soc)

(Per)

Spiritual

Derived

Reflex

Aim

Knockdown

Knockout

Move

Insight Points

Proficiencies

Pools

Armor

AV

cpm

other mod.

Wounds

Locate

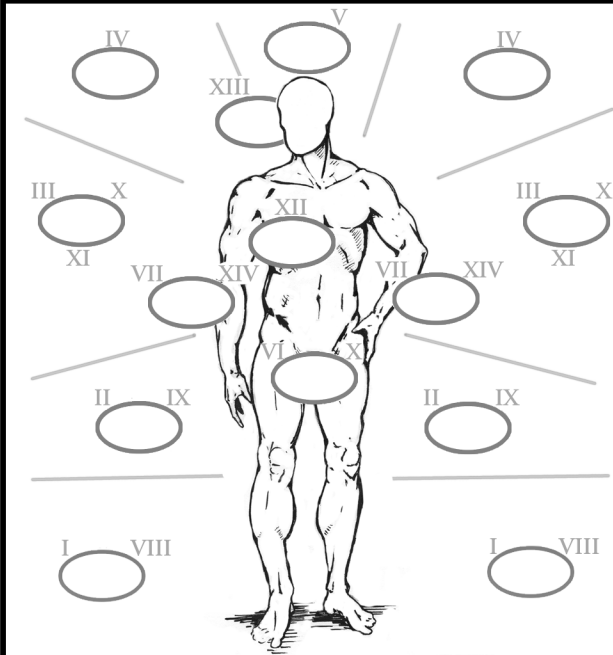
Type

Level

Fatigue

Pain

Bloodloss



Offensive Maneuvers

cost

Defensive Maneuvers

cost

Melee Weapons

Cutting

Thrusting

OTN

Lch

ATN

damage

ATN

damage

OTN

Missle Weapons

Prep Time

ATN

Range

Effective ST/Damage