



ARMOR	MAXIMUM PAIN THRESHOLD	THRESHOLD PERMANENT	ABILITIES & POWERS		
			NAME	NAME	NAME
			EFFECT	EFFECT	EFFECT
DEPENDENT DESCRIPTION	moveyayares	CONDUMENOU			
DEFENSE PROTECTION	TOUGHNESS	CORRUPTION			
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	***		TYPE	TYPE ON A M	TYPE $\stackrel{\diamondsuit}{\underset{N \ A \ M}{\Diamond}}$
			NAME	NAME	NAME
			EFFECT	EFFECT	EFFECT
ACCURATE CUNNING DISCREET	PERSUASIVE QUICK	RESOLUTE STRONG VIGILANT			
WEAPONS EQUIPMENT					
WEAPO			TYPE $\Diamond \Diamond \Diamond$ N A M	TYPE $\Diamond \Diamond \Diamond$	
WEAPON DAMAGE	QUALITY ATTRIBUTE	MONEY	NAME	NAME	NAME NAME
WEAT ON DAMAGE	QOALITY ATTRIBUTE		EFFECT	EFFECT	EFFECT
WEAPON DAMAGE	QUALITY ATTRIBUTE				
WEAPON DAMAGE	QUALITY ATTRIBUTE				
WEAPON DAMAGE	QUALITY ATTRIBUTE		TYPE $\langle \rangle \langle \rangle$ N A M	TYPE ON A M	TYPE N A M
ARTIFACTS & MYSTI	CAL TREASURES		NAME	NAME	NAME
			EFFECT	EFFECT	EFFECT
NAME POWERS	CORRUPTION				
NAME POWERS	CORRUPTION		^^^		
NAME POWERS	CORRUPTION		TYPE $\langle \rangle \langle \rangle \langle \rangle$ N A M		
			NAME	NAME	NAME
			EFFECT	EFFECT	EFFECT
NAME POWERS	CORRUPTION				
			TYPE $\diamondsuit \diamondsuit$	TYPE $\Diamond \Diamond \Diamond$	TYPE $\langle \rangle \langle \rangle$ N A M
NAME POWERS	CORRUPTION		N A M	NAME	N A M
			EFFECT	EFFECT	EFFECT
FRIENDS & COMPANIONS					
NAME RACE O	OCCUPATION PLAYER				
NAME RACE O	ACCOPATION PLAYER		^^^		
NAME RACE O	OCCUPATION PLAYER	<del> </del>	TYPE $\langle \rangle \langle \rangle \langle \rangle$ N A M		
			NAME	NAME	NAME
NAME RACE O	OCCUPATION PLAYER	OTHER ASSETS	EFFECT	EFFECT	EFFECT
NAME RACE O	OCCUPATION PLAYER				
		-			
NAME RACE O	OCCUPATION PLAYER		TYPE $\diamondsuit \diamondsuit$	TYPE ON A M	TYPE $\langle \downarrow \downarrow \rangle$ N A M
			N A M	N A M	N A M