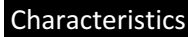




## Character

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CP:



2

## h

h

1	
---	--

K

1/

2

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**1**

(Body x5)

(Body x5)

## (Int + Ref)

11

## Derived Characteristics

[Con x2]

[Str+Con]

[Will x3]

[Move x2]

[Move x3]

[Evade+Dex+10]

## Level

Cost

## Level

Total

(Dex)

(Will)

(Int)

(Dex)

(Ref)

| (Int)

(Int)

(Pre)

(Pre)

[illegible][illegible][illegible]