	CHAOS		TERMINATION CONDITION	ESINUCHI S EM		NAME		THE LÂST WARDENS
) [VITALITY (VIGOR+	ARI	MOR ORE			PLAYER LONG ACTIONS (1 PER	ROUND)	TABLETOP ROLEPLAYING GAME
	ATTRIBUTES & SKILLS VIGOR FIGHTING ATHLETICISM MOBILITY ENDURANCE	APTITUDE SENSES OPERATE CREATION KNOWING	PROWESS TRICKERY EVASION AIM MANEUVERS	EMPATHY STABILITY HEALING INSPIRATION PERSUASION	EFFORTLESS (VIGOR X2) MAXIMUM (VIGOR X4) CURRENT	ACTION CRAWL FIRST AID MELEE ATTACK RANGED ATTACK RELDAD SKILL ACTION	PREREQUISITES YOU ARE PRONE ENGAGED RANGED WEAPON GEAR HAS SUPPLY SCORE (VARIES)	SKILL HEALINE FIGHTING AIM (VARIES)
	DRIFTMARKS & FEATURES					SHORT ACTION SHORT ACTIONS (1 PE ACTION ZERO IN BLOCK ATTACK DISENBAGE DODGE ATTACK	(SEE BELOW) ER ROUND) PREREQUISITES RANGED WEAPON ATTACKED (MELEE) ENGAGED ATTACKED, NOT ENGAGED	SKILL FIGHTING MOBILITY EVASION
	GEAR SUPPLY	TTEM SUPPLY SCO	DRE BURDEN TRAITS	S (BONUS, DAMAGE, RANGE, SPEED, G	RIP. ETC.)	DRAW WEAPON DROP PRONE/STAND GRAPPLE ATTACK TRAVERSE RUM	FREE HAND GRAPPLED OPPONENT NOT ENGAGED	

	BACKSTORY		DE	SCRIPTION (AGE, GENDER, BUILD, ATTIRE, NUMBER	OF EYES, ETC.)	Name	THE LAST
	ORIGIN	CALLING				PLAYER	TABLETOP ROLEPLAYING GAME
	HISTORY					RELATIONSHIPS FRIEND RIVAL HERO VALUE AMERITION	
The same of the sa						EXPERIENCE POINTS	Money
Y	OTHER POSSESSIONS					EXPERIENCE POINTS SPENT	
	SUPPLY		SCORE BURDEN	TRAITS (BOHUS, DAMAGE, RANGE, SPEED, GRIP, E	TC.)	50000	
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			D	GEREIGE MEIL AUFRAUFF, GOTEL TIPL IT ANNAUE GEREIGERE FOR THE AFFICATION CHROSE FOR AUTHER AUFRANK AUTHER ANNAUE ANNAUE STREET	NOTENLINEAREN (FETTER VERTEN BANKELINE)		
				CONTRACTOR FOR THE STATE OF CO. 11 ALL PROCESS THAT YOU BY THE BEHAVIOR AND ALL TO STATE OF THE	DODRESH STREET NOT THE REST OF THE STREET STREET	20 0 0 0 0	
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