



HANDLE	HANDLE	HANDLE
ROLE	ROLE REP	ROLE REP
STATS SA: #:  INT REF TECH COOL ATTR LUCK  MA BODY EMP  RUN LEAP CARRY LIFT	STATS SA: #:  INT REF TECH COOL ATTR LUCK  MA BODY EMP  RUN LEAP CARRY LIFT	STATS SA: #:  INT REF TECH COOL ATTR LUCK  MA BODY EMP  FINA LEAF CARRY LIFT
ARMOR ARMOR TYPE: HEAD TORSO R. ARM L. ARM R. LEG L. LEG  1 2-4 5 6 7-8 9-8	ARMOR ARMOR TYPE: HEAD TORSO R. ARM L. ARM R. LEG L. LEG  1 2-4 5 6 7-8 9-8	ARMOR ARMOR TYPE: HEAD TORSO R. ARM L. ARM R. LEG L. LEG  1 2-4 5 6 7-8 9-8
SAVE BTM  SERIOUS STUN-9  CRITICAL STUN-2  MORTRL 0 STUN-2  MORTRL 1 STUN-2  MORTRL 1 STUN-2  MORTRL 2 STUN-6  STUN-2  MORTRL 2 STUN-6  STUN-2  MORTRL 3 STUN-2  MORTRL 5 STUN-8  MORTRL 1 STUN-9  PRIMARY WEAPON DATA	CRITICAL STUN=2 MORTAL 4 STUN=7  MORTAL 6 STUN=3 MORTAL 5 STUN=8	SAVE BTM  LIGHT STUN-6 MORRAL 2 STUN-5  SERIOUS STUN-1  PORRAL 3 STUN-2  MORRAL 3 STUN-2  MORRAL 5 STUN-2  MORRAL 5 STUN-2  MORRAL 5 STUN-2  PRIMARY WEAPON DATA
CYBERNETICS	CYBERNETICS	CYBERNETICS
SHILLS	SHILLS	SHILLS
AMMO TRACKER  TYPE ROUNDS MAGS	AMMO TRACKER  TYPE ROUNDS MAGS	AMMO TRACKER  TYPE ROUNDS MAGS

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