Abilities Abilities S.D.C. Hit Points	Na	ume Zo	uth (Z47H	I)				1	0		22	
Ment. Endurance 22 Speed 31 Technowizard				Abili	ities	1			I	ð		23	
Ment. Endurance Men. Affinity 11 Phys. Stregnth 18 ISP 45 10 2 Experience Points Phys. Prowess 13 Phys. Endurance 12 PPE 94 16 5,600 9,201 Base Melee Attack Scores Base Srength ParryDodge Misc / Epic Base Bonus Base Melee Attack Scores Base Dexterity Size Misc / Epic Base Bonus Base Melee Attack Progression Armor, Shields & Other Protection Armor Name MDC Weight Urban Armour 50 12 Lbs Other Properties (Masterwork / Magical / Psionic) Enchanted @ Nexus Durations Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes. Deflection Magic / Psionic Lightning/Fire Sd6x3/6d6 Attack B Damage B Special B Ranged Attack Progression Damage Weapon Name Melee Attack Progression Melee Attack Progression Damage Lightning=20 PPE/chg; Fire=16 PPE/chg Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range													
Men. Affinity 11 18 ISP 45 10 2			\sim		Ph		_						
Phys. Stregnth Phys. Prowess 13 Phys. Endurance 12 PPE 94 16 5,600 9,201 Base Melee Attack Scores Base Parry/Dodge Misc / Epic Base Bonus Base Melee Attack Progression Base Ranged Attack Scores Base Dexterity Size Misc / Epic Base Bonus Base Melee Attack Progression Armor, Shields & Other Protection Armor Name MDC Weight Prowl Misc Urban Armour 50 12 Lbs Other Properties (Masterwork / Magical / Psionic) Size Notes Durations MDC Weight Misc Enchanted @ Nexus Durations Siza Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes. Deflection Magic / Psionic Insight / Luck Other Profane/Sacred Natural Weapon Name Melee Attack Progression Damage NG-57Z Power Pistol Lightning/Fire Sd6x3/6d6 Attack B Damage B Special B Ranged Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Weapon Name Melee Attack Progression Damage Weapon Name Melee Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Weapon Name Melee Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical							Speed	31					
Phys. Prowess 13 PPE 94 16 5,600 9,201					7	CD	15	10			_		<i>is</i>
Base Strength Parry/Dodge Misc / Epic Base Bonus Base Melee Attack Scores		G			1,	or	43	10		Fy			oints
Base Melee Attack Scores Base Strength Parry/Dodge Misc / Epic Base Bonus Base Melee Attack Progression Base Ranged Attack Scores Base Dexterity Size Misc / Epic Base Bonus Base Melee Attack Progression Armor Name Misc Vepic Base Bonus Base Melee Attack Progression Armor Name MDC Weight Prowl Misc Urban Armour 50 12 Lbs Other Properties (Masterwork / Magical / Psionic) Bonus Durations Size MDC Weight Misc Enchanted @ Nexus Durations Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes. Deflection Magic / Psionic Insight / Luck Other Profane/Sacred Natural Weapons Weapon Name Melee Attack Progression Damage NG-57Z Power Pistol Lightning/Fire 5d6x3/6d6 Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Lightning=20 PPE/chg; Fire=16 PPE/chg 500/12) Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplies Weapon Name Melee Attack Progression Damage Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Melee Attack Progression Damage Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Meapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Meapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Meapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Meapon Name Melee Attack Progression Crit Range / Multiplies					P	PE	94	16					
Base Strength Parry/Dodge Misc / Epic Base Bonus Base Melee Attack Progression			nee				-			-,,,			,
Base Dexterity Size Misc / Epic Base Bonus Base Melee Attack Progression	Base			Parry/Do						ise Me	lee Attac	k Prog	ression
Base Dexterity Size Misc / Epic Base Bonus Base Melee Attack Progression		+3 DN	MG			Dans	1 144	J. C.		~			
Armor, Shields & Other Protection Armor Name	Base	Dexte	ritv								lee Attac	k Prog	ression
Armor Name MDC Weight Prowl Misc Urban Armour 50 12 Lbs Other Properties (Masterwork / Magical / Psionic) Size Si				•								a	
Urban Armour Other Properties (Masterwork / Magical / Psionic) Notes Enchanted @ Nexus Durations Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes. Deflection Magic / Psionic Insight / Luck Other Profane/Sacred Natural Weapon Name Melee Attack Progression Damage Weapon Name Melee Attack Progression Damage Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplies Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility				Armo	r, S				rotec				
Size						-				Pı	rowl		Misc
Notes Notes Enchanted (a) Nexus Durations Siza		0	ther P	Propertie:		sterwork /	Magical /	Psion					Size
Enchanted @ Nexus Durations	180 MCD	(10 PPE)			n (6	PPE) + Im	_		O PPI	-		5	Misc
Armor/Ithan=12 melees; Chameleon=54 melees; Imp/Energy=6 minutes. Deflection		Encha			xus		The state of the s	IDC		- VV (agm		171136
Weapon Name Melee Attack Progression Damage	A rm c = /I+1-	non=12 -	mala	og: Ch-			aalaaa. T	mr /F	In or o	.,_ <i>C</i> -	ninuta-		Siza
Weapon Name Melee Attack Progression Damage NG-57Z Power Pistol Lightning/Fire 5d6x3/6d6 Attack B Damage B Special B Ranged Attack Progression 6 shots/10 shots Other Properties (Masterwork / Magical / Psionic) Type Range Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Other Properties (Masterwork / Magical / Psionic) Type Range Other Properties (Masterwork / Magical / Psionic) Type Range													Natural
Weapon Name Melee Attack Progression Damage NG-57Z Power Pistol Lightning/Fire 5d6x3/6d6 Attack B Damage B Special B Ranged Attack Progression 6 shots/10 shots Other Properties (Masterwork / Magical / Psionic) Type Range Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Weapon Name Melee Attack Progression Crit Range / Multiplien Weapon Name Melee Attack Progression Type Range Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range													
NG-57Z Power Pistol Lightning/Fire 5d6x3/6d6 Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility							_						
Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k Weapon Name Melee Attack Progression Damage / Multiplier Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name Melee Attack Progression Crit Range / Multiplier Weapon Name <t< td=""><td></td><td></td><td></td><td>istol</td><td></td><td></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td></t<>				istol							-		
Other Properties (Masterwork / Magical / Psionic) Type Range Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k											2	uox3	orouo
Lightning= 20 PPE/chg; Fire=16 PPE/chg 500/12k					Inci	work /34	rical / D ·						
Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplien Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility											Typ	oe	500/12k
Other Properties (Masterwork / Magical / Psionic) Weapon Name Melee Attack Progression Other Properties (Masterwork / Magical / Psionic) Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility	И											Dam	
Other Properties (Masterwork / Magical / Psionic) Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility	Attack R	Damaga	R C	nacial R		Ranga	d Attack l	Ornaros	ccion		Crit E	anao /	Multiplier
Weapon Name	Attuck B		1						ssion		Cru H	unge /	тишриет
Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility		Other	Prope	erties (M	laster	work / Mag	gical / Psid	onic)			Typ	oe	Range
Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility	V	Veapon N	ame			Melee	Attack P.	rogress	sion			Dam	age
Other Properties (Masterwork / Magical / Psionic) Weapon Name Melee Attack Progression Damage Attack B Damage B Special B Ranged Attack Progression Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility													
Weapon Name	Attack B	Damage	B S	pecial B		Range	d Attack I	Progres	ssion		Crit R	ange /	Multiplier
Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility		Other	Prope	erties (M	laster	work / Mag	gical / Psid	onic)			Тур	oe	Range
Attack B Damage B Special B Ranged Attack Progression Crit Range / Multiplier Other Properties (Masterwork / Magical / Psionic) Type Range Notes & Other Important Information Collected all data ad programs from Bensenbaum facility	T)	Vaanar N	avec			Male	Attack D	voev ac	sicu			Dan	апа
Other Properties (Masterwork / Magical / Psionic) Notes & Other Important Information Collected all data ad programs from Bensenbaum facility		reapon N	ume			Meiee	минск Р	ogres	swn			Dam	uge
Notes & Other Important Information Collected all data ad programs from Bensenbaum facility	Attack B	Damage	B Sp	pecial B		Range	d Attack I	Progres	ssion		Crit R	ange /	Multiplier
Notes & Other Important Information Collected all data ad programs from Bensenbaum facility		Other	Prope	erties (M	laster	work / Mag	gical / Psid	onic)			Typ	oe	Range
Collected all data ad programs from Bensenbaum facility													
	~ 11										on		
5 to nanu to manu combat damage, ±3 Farrey/douge.													
	i o io nan	iu io ina	ши с	omuat	uali	iage, +3	raney/	uoug	C.				
			-		-			-	-	-		-	

Player Doc (Ryan)

	Туре	MDC	WT	Prowl	
Armor [Jrban	50	12	ı	

	_	-	_		
Save	S	Lethal	Subdual	Spell	Ritual
Poison	ı	14	16		
Drug	s 15				
Insanit	16				
Psionic	s 16				
Magi	c			12	16
Horro	+2				
PSI Points			Power Na	me	
4		Mind	Block (10m/lv	(l)
2	5	Speed	Reading	(3m/l	vl)

2	Speed Reading (3m/lvl)
2 or 3	Total Recall (Store or Retrieve)
10	Telemechanics (10m/lvl) 5ft range
PPE Points	Spell Name
1	Blinding Flash
2	Globe of Daylight
5	Ignite Fire
5	Fuel Fire
1	Fire Bolt
15	Call Lightning
5	Energy Bolt
10	Energy Field
20	Impervious to Energy
6	Telekinesis
10	Charismatic Aura
6	Chameleon
10	Armor of Ithan
4	Sense Magic
4	Thunderclap

Skill Name	Skill%	%/lvl
Arcane Theory	25	+5
Archaeology	30	+5
Art	45	+5
Auto mechanics	35	+5
Basic Electronics	45	+5
Buraecracy	30	+5
Carpentry	35	+5
Chemistry	40	+5
Chemistry (Analytical)	35	+5
Computer Operation	55	+5
Computer Programming	35	+5
Computer Repair	35	+5
Electrical Engineer	35	+5
Land Navigation	41	+5
Literacy (North American)	40	+5
Lore (Demons & Monsters)	35	+5
Lore (Faerie)	35	+5
Math (Basic)	65	+5
Mechanical Engineer	25	+5
Pilot Jet Aircraft	40	+4
Pilot Motorcycle	60	+4
Play Musical Instr. (Guitar)	35	+5
Read (Basic)	60	+5
Read Sensory Equipment	40	+5
Robot Electronics	35	+5
Robotics Mechanics	20	+5

OV Psion Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Rations (per v	Total We) Equipm rs (range 15ft) PE/recharge PPE; PPE, (6min)		# Lbs	bs Tot	Langu Tech Drag North Ar	Valuage nno gon	97,500 4,000 8,000 Valua # wables Grand 120,000 100,000 1	Total Total	Moo (+15
OV Psion Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	special Powellamages opponents G/shot. 2 shots. 20PG. E. DC (12 rds) 12Fd. Eleon (54 rds) 6 ious to Energy 38PPE Tot/ch	Total We) Equipm rs (range 15ft) PE/recharge PPE; PPE, (6min)	ient #			Langu Tech Drag	Valuage anno gon	valua # uables Grand guage Tot 70 70	Total Total Total S Base 50+5	Moo (+15
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Langu Tech Drag	Valuage anno gon	valua # uables Grand guage Tot 70 70	Total Total Total S Base 50+5	Mo (+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Langu Tech Drag	Valuage nno gon	# # wables Grand Tot 70 70	Total Total Es Base 50+5	Mo (+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Langu Tech Drag	Val	uables Grand Tot 70	Total Total Es Base 50+5	Mo (+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1:
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Landage anno gon	Grand Iguage Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	Lanuage nno gon	Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Inic / Artifact, Special Powe lamages opponents is/shot. 2 shots. 20P E E DC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	ient #	Lbs		Tech Drag	nno gon	Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Special Powellamages opponents is shots. 20PE EDC (12 rds) 12Fe leon (54 rds) 6 ious to Energy 38PPE Tot/ch	rs (range 15ft) PE/recharge PPE; PPE, r (6min)	#	Lbs	Total	Tech Drag	nno gon	Tot 70 70	Base 50+5	(+1.
Stuns or d 5d6 MDG 100PPE 637 PP 180MD Chamel Impervi 20PPE.	Special Powellamages opponents is shots. 20PE EDC (12 rds) 12Fe leon (54 rds) 6 ious to Energy 38PPE Tot/ch	rs (range 15ft) PE/recharge PPE; PPE, r (6min)	#	Lbs	Total	Tech Drag	nno gon	70 70	50+5	(+1.
100PPE 637 PP 180MD Chamel Impervit 20PPE.	i/shot. 2 shots. 20P E E OC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE/recharge PPE; PPE, (6min)	2			Drag	gon	70		
100PPE 637 PP 180MD Chamel Impervi 20PPE.	E E OC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE; PPE, (6min)	2						JUTJ	(+1:
637 PP 180MD Chamel Impervi 20PPE.	E PC (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE, (6min)	2			North Ar	пенсан	1//	50+5	(+1:
180MD Chamel Impervi 20PPE.	C (12 rds) 12F leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE, (6min)						70	30-3	(+1.
Chamel Impervi 20PPE.	leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE, (6min)								
Chamel Impervi 20PPE.	leon (54 rds) 6 ious to Energy 38PPE Tot/ch	PPE, (6min)								
Impervi 20PPE.	ious to Energy 38PPE Tot/ch	(6min)								
20PPE.	38PPE Tot/ch									
	, ,								4	
							Class	Featu	res	
		T	otal W	Veigh	11					
,•	0.04.4		riii //	cişn						
	on & Other S		cales	Manita	l Status					
	ge Heigh 0 6'1"				ngle					
al Status	Birth Ra				liness					
ucated	Ditti Ku	Televii	in Dige	Com	incss					
Professio	on)	Place o	f Origin							
		Conne								
	1			No	otes					
X										
1										
				VIISC	reant					
Mach	ninery									
Type (S	Subtype)									
	d Converted				charge					
ck										
		Bod	y 75 /	Tires	1					
		20. 1		7 OI	. \					
t. (Ener	gy Clips for L	aser, 20 sr	iots ea	. 5 CI	ips)					
		arga gyola								
Type (S	Subtype)	MDC M	PH	Ran	ige					
a.l.		MI	C Puga	la di canara						
CK		ML	ve Brea	kaown						
Attacks (&	& Damage)					1				
zanens (0	· Dumuşt)					Learnin	g			
cial Attac	cks / Qualities									
1 t c c c c c c c c c c c c c c c c c c	Mach Type (.) hwizar k ttacks (& (Ener cial Attac ergy; 1 Type (.)	Ittacks (& Damage) . (Energy Clips for Leial Attacks / Qualities ergy; 15 PPE to rech	Machinery Type (Subtype) MDC M hwizard Converted 75(79) 1 k ML Body Stacks (& Damage) . (Energy Clips for Laser, 20 shelial Attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC M k MD stacks (& Damage)	Machinery Type (Subtype) MDC MPH hwizard Converted 75(79) 180 40 k MDC break Body 75 / Macks (& Damage) . (Energy Clips for Laser, 20 shots each attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC MPH k MDC Break Machinery MDC MPH MDC Break MD	Machinery Type (Subtype) MDC MPH Ram hwizard Converted 75(79) 180 400mi/s k MDC breakdown Body 75 / Tires tttacks (& Damage) . (Energy Clips for Laser, 20 shots ea. 5 Cleal Attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC MPH Ram k MDC Breakdown tttacks (& Damage)	Machinery Type (Subtype) MDC MPH Range hwizard Converted 75(79) 180 400mi/charge k MDC breakdown Body 75 / Tires 1 ttacks (& Damage) . (Energy Clips for Laser, 20 shots ea. 5 Clips) cial Attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC MPH Range k MDC Breakdown ttacks (& Damage)	Machinery Type (Subtype) MDC MPH Range hwizard Converted 75(79) 180 400mi/charge k MDC breakdown Body 75 / Tires 1 tttacks (& Damage) . (Energy Clips for Laser, 20 shots ea. 5 Clips) cial Attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC MPH Range k MDC Breakdown tttacks (& Damage) Learnin	Machinery Type (Subtype) MDC MPH Range hwizard Converted 75(79) 180 400mi/charge k MDC breakdown Body 75 / Tires 1 tttacks (& Damage) . (Energy Clips for Laser, 20 shots ea. 5 Clips) cial Attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC MPH Range k MDC Breakdown tttacks (& Damage) Learning	Machinery Type (Subtype) MDC MPH Range Range MDC MDC	Machinery Type (Subtype) MDC MPH Range hwizard Converted 75(79) 180 400mi/charge k MDC breakdown Body 75 / Tires 1 tttacks (& Damage) . (Energy Clips for Laser, 20 shots ea. 5 Clips) cial Attacks / Qualities ergy; 15 PPE to recharge cycle. Type (Subtype) MDC MPH Range k MDC Breakdown tttacks (& Damage) Learning