

**ALLY:**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>AGILITY</b>	<b>SMARTS</b>	<b>SPIRIT</b>	<b>STRENGTH</b>	<b>VIGOR</b>	<b>PARRY</b>	<b>TOUGHNESS</b>	

**EDGES**

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**PERSONALITY**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>FIGHTING</b>	<b>SHOOTING</b>	<b>THROWING</b>	<b>PACE</b>
<small>MELEE ATTACKS</small>	<small>RANGED ATTACKS</small>	<small>THROWN ATTACKS</small>	<small>BASE 6 (ADD 1D6 TO RUN)</small>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>WEAPON</b>	<b>RANGE</b>	<b>DAMAGE</b>	<b>ROF</b>	<b>SHOTS</b>	<b>MIN STR</b>	<b>NOTES</b>
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<b>WEAPON</b>	<b>RANGE</b>	<b>DAMAGE</b>	<b>ROF</b>	<b>SHOTS</b>	<b>MIN STR</b>	<b>NOTES</b>
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