## **CHARACTER SHEET**

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Name		Age		anner
Chara	cteristics	,		Physical condition  Endurance
23				00000000000000000000000000000000000000
History				Critical damage
				Defence Energy
Skills	Level 1 Apprentice Cost 1	Level 2 Practitioner  Cost 3		Passive Active Money & gear
Points to spend	Bonus +3	Bonus +6	Cost 7 Bonus +9	
				Weapons Damage