

CHARACTER HISTORY

Table with 4 columns for character history entries.

CONTACTS

Table with 3 columns: NAME, OCCUPATION, NOTES. Multiple rows for contact information.

Table with 6 columns: WEAPON PROFICIENCIES, RANGE, DAMAGE, STR/THR AIM/BURST, PARRY, RATE. Multiple rows for weapon skills.

Table with 2 columns: AMMUNITION (), RATE. Multiple rows for ammunition types.

PSIONICS I.S.P. table with columns for SENSITIVE, HEALING, PHYSICAL, and I.S.P. values.

OUTFITS table with columns for MAGIC, WEAPON, OBJECT, NAME, TYPE, ABILITIES, and P.P.E. values.

MAGIC: WEAPON OBJECT table with columns for NAME, TYPE, ABILITIES, and P.P.E. values.

MAGIC: WEAPON OBJECT table with columns for NAME, TYPE, ABILITIES, and P.P.E. values.

MAGIC: WEAPON OBJECT table with columns for NAME, TYPE, ABILITIES, and P.P.E. values.

ELEMENTAL MAGIC table with columns for AIR, P.P.E., EARTH, P.P.E., FIRE, P.P.E., WATER, P.P.E. and sub-levels (LEVEL ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT).

ARMOR table with columns for A.R., D.C., WEIGHT, COST, PROWL PENALTY.

ANIMAL COMPANION table with columns for NAME, TYPE, H.P., D.C., A.R., STRIKE, PARRY, DODGE, DAMAGE, ROLL, CLAWS, MOUTH, NATURAL ABILITIES, DAMAGE RECORD, HIT POINTS, D.C.

MAGIC: WEAPON OBJECT table with columns for NAME, TYPE, ABILITIES, and P.P.E. values.

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