

BITE THE HAND

NAME:

PLAYER:

CLASS:

HEALTH



Current / Maximum

ARMOR



WOUNDS



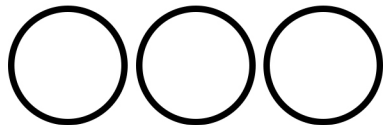
Current / Maximum

STRESS



Current / Minimum

STATS

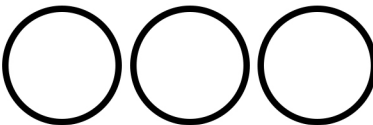


Intellect

Strength

Skill

SAVES



Firewall

Body

Mind

WEAPONS

Weapon:

DMG: Range: Reload: /

Weapon:

DMG: Range: Reload: /

Weapon:

DMG: Range: Reload: /

Weapon:

DMG: Range: Reload: /

Weapon:

DMG: Range: Reload: /

INVENTORY

CASH:

HEAT:

DEBT:

CYBERNETICS

NOTES