

[illegible]

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Combat Manoeuvres

Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:
Weapon Types:	Rank:		Weapon Types:	Rank:		Weapon Types:	Rank:	
Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:
Weapon Types:	Rank:		Weapon Types:	Rank:		Weapon Types:	Rank:	
Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:
Weapon Types:	Rank:		Weapon Types:	Rank:		Weapon Types:	Rank:	
Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:
Weapon Types:	Rank:		Weapon Types:	Rank:		Weapon Types:	Rank:	
Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:	Manoeuvre:	Cost:	Uses:
Weapon Types:	Rank:		Weapon Types:	Rank:		Weapon Types:	Rank:	

Magicks	
Spell:	Spell Chance:
Upgrades:	
	Cost:
	Range:
Effect:	Cooldown:

Spell:	Spell Chance:
Upgrades:	
	Cost:
	Range:
	Effect:

Spell Chance Bonus:						
Spell:	Spell Chance:	Spell:	Spell Chance:	Spell:	Spell Chance:	
Upgrades:		Cast Type:		Upgrades:		Cast Type:
		Cost:				Cost:
		Range:				Range:
Effect:	Cooldown:	Effect:	Cooldown:			
Spell:	Spell Chance:	Spell:	Spell Chance:	Spell:	Spell Chance:	
Upgrades:		Cast Type:		Upgrades:		Cast Type:
		Cost:				Cost:
		Range:				Range:
Effect:	Cooldown:	Effect:	Cooldown:			
Spell:	Spell Chance:	Spell:	Spell Chance:	Spell:	Spell Chance:	
Upgrades:		Cast Type:		Upgrades:		Cast Type:
		Cost:				Cost:
		Range:				Range:
Effect:	Cooldown:	Effect:	Cooldown:			
Spell:	Spell Chance:	Spell:	Spell Chance:	Spell:	Spell Chance:	
Upgrades:		Cast Type:		Upgrades:		Cast Type:
		Cost:				Cost:
		Range:				Range:
Effect:	Cooldown:	Effect:	Cooldown:			

Inventory		Secondary Storage:	
On the Body			
		Secondary Storage:	
Main Storage:			
		External Storage:	
Currency Pouch			