Pip-Boy

Inventory Management

STATS

LVL 20 | HP 340/395 | AP 70/85 | XP MAX

CND
RAD
EFF

(12) Stimpak
Limbs



Status — S.P.E.C.I.A.L. — Skills — Perks — General

Instant

Split second
For each Aura and Equipment you control, you may attach it to a creature you control.

R 0870
PIP ★ EN Tim Brumley

©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast

Pip-Boy
Inventory Management
STATS
LVL 20 | HP 340/395 | AP 70/85 | XP MAX
CND
RAD
EFF
(12) Stimpak
Limbs
Status — S.P.E.C.I.A.L. — Skills — Perks — General
Instant
Split second
For each Aura and Equipment you control, you may attach it to a creature you control.
R 0870
PIP ★ EN Tim Brumley
©2024 BSW
™ & © 2024 Wizards of the Coast