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	Wealthy	[ ] +1 Lv	Charismatic	[ ] +1 Lv
<b>ST</b>	Weak (8)	Normal (10)	Strong (14)	V. Strong (18)
Strength	[ ] -1 Lv	[ ] 0 Lv	[ ] +1 Lv	[ ] +2 Lv
Melee damage	1D6/2 >1	1D6	2D6	3D6
Hit Points	8 hp	10 hp	14 hp	18 hp
<b>HT</b>	Sickly (8)	Normal (10)	Hardy (14)	V. Hardy (18)
Health	[ ] -1 Lv	[ ] 0 Lv	[ ] +1 Lv	[ ] +2 Lv

<b>DX</b>	Clumsy (8)	Normal (10)	Agile (12)	V. Agile (14)	Extreme (16)
Dexterity	[ ] -1 Lv	[ ] 0 Lv	[ ] +1 Lv	[ ] +2 Lv	[ ] +3 Lv
<b>IQ</b>	Dull (8)	Normal (10)	Smart (12)	V. Smart (14)	Genius (16)
Intelligence	[ ] -1 Lv	[ ] 0 Lv	[ ] +1 Lv	[ ] +2 Lv	[ ] +3 Lv

**Skills:** Skills include relevant equipment

*Bonus*

	Level ____ x4 =	
	Level ____ x4 =	
	Level ____ x4 =	
	Level ____ x4 =	

### Combat calculation:

<i>Melee</i>	(DX + skill bonus + wealth) - opponent (DX + skill bonus)/2
<i>Ranged</i>	(DX + skill bonus + wealth) - (<11) based on range
<i>Damage, muscle powered</i>	ST (XD6) + skill level (+wealth) - half the score if unarmed.
<i>Defend, DX and/or skill</i>	Vs Melee: - skill bonus   Vs Ranged = - 50% skill bonus
<i>Aarmor, -X dmg</i>	-1 light, -2 heavy, -3 modern light, -4 modern heavy
<i>Modern weapons</i>	Pistol = 2D6   Rifle = 5D6

### Death:

At 0 HP, roll base HT each turn before acting; failure means you pass out. At -HP, you collapse; roll base HT or die. If you survive, make a daily HT roll to recover 1 HP.