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

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

Skills: Skills include relevant equipment		Bonus
	Level x4 =	

Combat calculation:

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

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