



## HEALTH & BODY

## BASE DAMAGE

<b>SLASH</b> (STR+AGI)/6	<b>BLUNT</b> (STR)/3	<b>THRUST</b> (AGI)/3
6	6	6

## DAMAGE

<b>RADIATION</b>		<b>-HIT POINTS</b>
<b>TRAUMA</b>		<b>-HIT POINTS &amp; -SHOCK POINTS</b>
<b>FATIGUE</b>		<b>-SHOCK POINTS</b>
<b>PAIN</b>		<b>-SHOCK POINTS</b>

## HIT POINTS

<b>INT-100-100</b> <b>(STR+TOU)</b>	<b>OF</b>	<b>55</b>
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## WOUNDED

LIGHTLY (HP)/6		MODERATELY (HP)/3		HEAVILY (HP)/2	
5	X	11	X	16	X
TOU +1D10		TOU +2D10		TOU +3D10	

## SHOCK POINTS

<b>STOCK CERTS</b> <b>(STR+TOU+WIL)</b>	<b>OF</b>	<b>49</b>
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## STRAINED

LIGHTLY (SHOCK)/6		MODERATELY (SHOCK)/3		HEAVILY (SHOCK)/2	
8	X	16	X	24	X
SKILLS +1D10		SKILLS +2D10		SKILLS +3D10	

## INJURIES

<b>INJURIES</b>	<b>INJURY TEST</b> (HP)/10	4
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## DISORDERS & ADDICTIONS

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## BODY ENHANCEMENTS

[illegible]

## WEAPONS

[illegible]

## ARMOR

Leather shirt	Torso, Arms, Hip	5	6	5	5	4.5	21
<b>SPECIAL RULES</b>							
Leather gloves	Hands	5	6	5	5	0.5	21
<b>SPECIAL RULES</b>							
Leather pants	Legs	5	6	5	5	2.5	21
<b>SPECIAL RULES</b>							
Leather boots	Feet	5	6	5	5	1.0	21
<b>SPECIAL RULES</b>							
<b>SPECIAL RULES</b>							

## CLOTHING

[illegible]

## POCKETS

[illegible]

## STASHED


## PACKS & SATCHELS

<b>1</b>	Good Satchel	+5	1.0
<b>2</b>			
<b>3</b>			

# CONTENTS

[illegible]

## CARRY WEIGHT

(STR+TOU)X3	21	0F	104
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## BURDENED

LIGHTLY (STR+TOU)/2		MODERATELY (STR+TOU)		HEAVILY (STR+TOU)X2	
21	X	38	X	71	X

## MOVEMENT-1

### FATIGUE X2

## MOVEMENT-2

### FATIGUE X3

### MOVEMENT-3 FATIGUE X6