

HEALTH & BODY

BASE DAMAGE

SLASH (STR+AGI)/6	BLUNT (STR)/3	THRUST (AGI)/3
6	6	6

DAMAGE

RADIATION		-HIT POINTS
TRAUMA		-HIT POINTS & -SHOCK POINTS
FATIGUE		-SHOCK POINTS
PAIN		-SHOCK POINTS

HIT POINTS

INT-100-100 (STR+TOU)	OF	55
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WOUNDED

LIGHTLY (HP)/6		MODERATELY (HP)/3		HEAVILY (HP)/2	
5	X	11	X	17	X
TOU +1D10		TOU +2D10		TOU +3D10	

SHOCK POINTS

STOCK CERTS (STR+TOU+WIL)	OF	51
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STRAINED

LIGHTLY (SHOCK)/6		MODERATELY (SHOCK)/3		HEAVILY (SHOCK)/2	
8	X	17	X	25	X
SKILLS +1D10		SKILLS +2D10		SKILLS +3D10	

INJURIES

INJURIES	INJURY TEST (HP)/10	4
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DISORDERS & ADDICTIONS

BODY ENHANCEMENTS

[illegible]

WEAPONS

[illegible]

ARMOR

Kite Shield	Arm, Hip Torso	10	8	10	6	14	1.5
SPECIAL RULES	Defensive						
Banded Plate	Arms, Hip Torso	16	10	12	5	24	9.5
SPECIAL RULES							
Visor Helmet	Head	25	20	25	10	30	3.0
SPECIAL RULES							
Plate Greaves	Legs	25	20	25	10	30	6.0
SPECIAL RULES							
SPECIAL RULES							

CLOTHING

[illegible]

POCKETS

[illegible]

STASHED

[illegible]

PACKS & SATCHELS

1	Best Backpack	+10	2.0
2			
3			

CONTENTS

[illegible]

CARRY WEIGHT

(STR+TOU)/X3	50	04	113
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BURDENED

LIGHTLY (STR+TOU)/2		MODERATELY (STR+TOU)		HEAVILY (STR+TOU)X2	
27	X	45	X	80	X

MOVEMENT-1

FATIGUE X2

MOVEMENT-2

FATIGUE X3

MOVEMENT-3 FATIGUE X6