



## 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**  **OF**

## WOUNDED

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

**SHOCK POINTS**   **OF** 52

## STRAINED

LIGHTLY (SHOCK)/6		MODERATELY (SHOCK)/3		HEAVILY (SHOCK)/2	
8	X	17	X	26	X
SKILLS +1D10		SKILLS +2D10		SKILLS +3D10	

**INJURIES** **INJURY TEST**  
(HP)/10

## INJURIES

## DISORDERS & ADDICTIONS

## BODY ENHANCEMENTS

## EFFECT

## WEAPONS

<b>WEAPONS</b>	<b>DAMAGE</b>	<b>PEN</b>	<b>RNG</b>	<b>ROF</b>	<b>CLIP</b>	<b>RLD</b>	<b>DB</b>	<b>WT.</b>
Falcon Blade	Inf3d10+4S	0	-	-	-	-	24	1.5
<b>SPECIAL RULES</b>	Drawn, Silent							
Dagger	Inf2d10T	0	-	-	-	-	8	0.5
<b>SPECIAL RULES</b>								
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## ARMOR

ARMOR	COVERS	S	B	T	E	DB	WT.
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>			

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[illegible]

## CARRY WEIGHT

(STR+TOU)X3

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## BURDENED

LIGHTLY (STR+TOU)/2		MODERATELY (STR+TOU)		HEAVILY (STR+TOU)X2	
22	X	39	X	73	X
MOVEMENT-1 FATIGUE X2		MOVEMENT-2 FATIGUE X3 SKILLS +1D10		MOVEMENT-3 FATIGUE X6 SKILLS +2D10	