

Archetype	H to H Fighters
Race	Human
Level	1
Size	M
Home Tech Level	Variable
Initiative Bonus	-1
Movement	15'

AGL	15
CHR	8
CON	14
END	14
INT	8
OBS	13
STR	17
WIS	10

Dodge	11
Block	13
Perry	8

High Pain Thresh.	N/A	
Magic Resistance	AGL	N/A
	CHR	N/A
	CON	N/A
	END	N/A
	INT	N/A
	OBS	N/A
	STR	N/A
WIS	N/A	

Current CON			
#1	#2	#3	#4
14	14	14	14

Current END			
#1	#2	#3	#4
14	14	14	14

Base Damage			
Punch	1d4-1	Kick	1d6-1
Power Punch	2d4-1	Power Kick	2d6-1
Flurry Punch	1d4-2	Flurry Kick	1d6-3
Shattering Punch	3d4-1	Shattering Kick	3d6-1

L1B	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+2	+2	3	1	1	N/A
	Wrestling	0	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:14.75)	9	27	18	14	14	23	23

L1W	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+0	+2	3	1	1	N/A
	Wrestling	+2	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:14.75)	9	27	18	14	14	23	23

L1P	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Pugilism	0	+2	3	1	1	N/A
	Wrestling	0	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:14.75)	9	27	18	14	14	23	23

L1M	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Martial Arts	0	+2	3	1	1	N/A
	Wrestling	0	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:14.75)	9	27	18	14	14	23	23

Archetype	H to H Fighters
Race	Human
Level	2
Size	M
Home Tech Level	Variable
Initiative Bonus	0
Movement	15'

AGL	12
CHR	10
CON	10
END	9
INT	9
OBS	12
STR	15
WIS	11

Dodge	12
Block	13
Perry	8

High Pain Thresh.	10%	
Magic Resistance	AGL	N/A
	CHR	N/A
	CON	N/A
	END	N/A
	INT	N/A
	OBS	N/A
	STR	N/A
WIS	N/A	

Current CON			
#1	#2	#3	#4
10	10	10	10

Current END			
#1	#2	#3	#4
9	9	9	9

Base Damage			
Punch	1d4-1	Kick	1d6-1
Power Punch	2d4-1	Power Kick	2d6-1
Flurry Punch	1d4-2	Flurry Kick	1d6-3
Shattering Punch	3d4-1	Shattering Kick	3d6-1

L2B	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+3	+0	3	1	1	N/A
	Wrestling	+0	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

L2W	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+0	+0	3	1	1	N/A
	Wrestling	+3	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

L2P	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Pugilism	+1	+0	3	1	1	N/A
	Wrestling	+0	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

L2M	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Martial Arts	+1	+0	3	1	1	N/A
	Wrestling	+0	Various	3	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

Archetype	H to H Fighters
Race	Human
Level	3
Size	M
Home Tech Level	Variable
Initiative Bonus	-3
Movement	25'

AGL	17
CHR	10
CON	17
END	13
INT	13
OBS	13
STR	16
WIS	9

Dodge	14
Block	16
Perry	10

High Pain Thresh.	10%	
Magic Resistance	AGL	N/A
	CHR	N/A
	CON	N/A
	END	N/A
	INT	N/A
	OBS	N/A
	STR	N/A
WIS	N/A	

Current CON			
#1	#2	#3	#4
17	17	17	17

Current END			
#1	#2	#3	#4
13	13	13	13

Base Damage			
Punch	1d4-1	Kick	1d6-1
Power Punch	2d4-1	Power Kick	2d6-1
Flurry Punch	1d4-2	Flurry Kick	1d6-3
Shattering Punch	3d4-1	Shattering Kick	3d6-1

L3B	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+5	+1	4	1	1	N/A
	Wrestling	+3	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:15.75)	10	30	19	14	14	24	24

L3W	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+3	+1	4	1	1	N/A
	Wrestling	+5	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:15.75)	10	30	19	14	14	24	24

L3P	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Pugilism	+4	+1	4	1	1	N/A
	Wrestling	+2	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:15.75)	10	30	19	14	14	24	24

L3M	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Martial Arts	+4	+1	4	1	1	N/A
	Wrestling	+2	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:15.75)	10	30	19	14	14	24	24

Archetype	H to H Fighters
Race	Human
Level	4
Size	M
Home Tech Level	Variable
Initiative Bonus	-3
Movement	20'

AGL	16
CHR	8
CON	12
END	13
INT	14
OBS	12
STR	16
WIS	11

Dodge	14
Block	15
Perry	9

High Pain Thresh.	20%	
Magic Resistance	AGL	N/A
	CHR	N/A
	CON	N/A
	END	N/A
	INT	N/A
	OBS	N/A
	STR	N/A
WIS	N/A	

Current CON			
#1	#2	#3	#4
12	12	12	12

Current END			
#1	#2	#3	#4
13	13	13	13

Base Damage			
Punch	1d4-1	Kick	1d6-1
Power Punch	2d4-1	Power Kick	2d6-1
Flurry Punch	1d4-2	Flurry Kick	1d6-3
Shattering Punch	3d4-1	Shattering Kick	3d6-1

L4B	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+5	+1	4	1	1	N/A
	Wrestling	+2	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:13.25)	8	23	16	12	12	20	20

L4W	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+2	+1	4	1	1	N/A
	Wrestling	+5	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:13.25)	8	23	16	12	12	20	20

L4P	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Pugilism	+4	+1	4	1	1	N/A
	Wrestling	+2	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:13.25)	8	23	16	12	12	20	20

L4M	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Martial Arts	+4	+1	4	1	1	N/A
	Wrestling	+2	Various	4	1	1	N/A
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:13.25)	8	23	16	12	12	20	20

Archetype	H to H Fighters
Race	Human
Level	5
Size	M
Home Tech Level	Variable
Initiative Bonus	-5
Movement	30'

AGL	18
CHR	13
CON	14
END	10
INT	8
OBS	12
STR	9
WIS	14

Dodge	16
Block	17
Perry	12

High Pain Thresh.	20%	
Magic Resistance	AGL	25%
	CHR	10%
	CON	10%
	END	10%
	INT	5%
	OBS	10%
	STR	10%
WIS	10%	

Current CON			
#1	#2	#3	#4
14	14	14	14

Current END			
#1	#2	#3	#4
10	10	10	10

Base Damage			
Punch	1d4-1	Kick	1d6-1
Power Punch	2d4-1	Power Kick	2d6-1
Flurry Punch	1d4-2	Flurry Kick	1d6-3
Shattering Punch	3d4-1	Shattering Kick	3d6-1

L5B	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+8	+0	9/2	1	1	N/A
	Wrestling	+4	Various	9/2	1	1	N/A
	Simple Melee	+3					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:11.75)	7	22	14	11	11	18	18

L5W	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Brawling	+4	+0	9/2	1	1	N/A
	Wrestling	+8	Various	9/2	1	1	N/A
	Handguns	+3					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:11.75)	7	22	14	11	11	18	18

L5P	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Pugilism	+7	+0	9/2	1	1	N/A
	Wrestling	+4	Various	9/2	1	1	N/A
	Knife Fighting	+3					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:11.75)	7	22	14	11	11	18	18

L5M	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Martial Arts	+7	+0	9/2	1	1	N/A
	Wrestling	+4	Various	9/2	1	1	N/A
	Improvised Weapons	+3					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Absorb:)							
Body (Base:11.75)	7	22	14	11	11	18	18