

Archetype	Thug
Race	Human
Level	1
Size	M
Home Tech Level	4
Initiative Bonus	0
Movement	20'

AGL	12
CHR	9
CON	14
END	12
INT	9
OBS	9
STR	16
WIS	9

Dodge	10
Block	13
Perry	8

High Pain Thresh.	N/A
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
12	12	12	12

Range						
Weapon	PB	S	Med	L	EX	MX

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Large Knife	+0	1d6+1	3/2	1	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 14)	8	25	17	13	13	21	21

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Club	+0	1d6+1	1	1	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 14)	8	25	17	13	13	21	21

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Large Knife	+0	1d6+1	3/2	1	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 14)	8	25	17	13	13	21	21

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Large Knife	+0	1d6+1	3/2	1	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 14)	8	25	17	13	13	21	21

Archetype	Thug
Race	Human
Level	2
Size	M
Home Tech Level	4
Initiative Bonus	0
Movement	20'

AGL	12
CHR	12
CON	17
END	13
INT	10
OBS	10
STR	13
WIS	7

Dodge	11
Block	13
Perry	8

High Pain Thresh.	N/A
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

Range						
Weapon	PB	S	Med	L	EX	MX
Lt. SA Revolver	2	12	30	60	90	120

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light SA Revolver	+1	2d6+1	3/2	See Above	4	6
	Large Knife	+0	1d6+1	3/2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 15)	9	27	18	14	14	23	23

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Large Knife	+1	1d6+1	3/2	1	1	1
	Light SA Revolver	+0	2d6+1	3/2	See Above	4	6
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15			15	15
Body (Base: 15)	9	27	18	14	14	23	23

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light SA Revolver	+1	2d6+1	3/2	See Above	4	6
	Large Knife	+0	1d6+1	3/2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 15)	9	27	18	14	14	23	23

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Saber	+1	1d8+2	1	1	1	1
	Light SA Revolver	+0	2d6+1	3/2	See Above	4	6
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 15)	9	27	18	14	14	23	23

Archetype	Thug
Race	Human
Level	3
Size	M
Home Tech Level	4
Initiative Bonus	0
Movement	20'

AGL	12
CHR	8
CON	16
END	16
INT	4
OBS	13
STR	17
WIS	9

Dodge	12
Block	14
Perry	8

High Pain Thresh.	5%
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
16	16	16	16

Current END			
#1	#2	#3	#4
16	16	16	16

Range						
Weapon	PB	S	Med	L	EX	MX
Lt. SA Revolver	2	12	30	60	90	120
Hvy. SA Revolver	3	15	38	75	113	150

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light SA Revolver	+2	2d6+1	3/2	See Above	4	6
	Large Knife	+0	1d6+1	3/2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15			15	15
Body (Base:16.25)	10	30	19	14	14	24	24

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy SA Revolver	+2	2d8+2	3/2	See Above	4	6
	Large Knife	+0	1d6+1	3/2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base:16.25)	10	30	19	14	14	24	24

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Saber	+2	1d8+2	1	1	1	1
	Light SA Revolver	+0	2d6+1	3/2	See Above	4	6
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base:16.25)	10	30	19	14	14	24	24

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Saber	+2	1d8+2		1	1	1
	Heavy SA Revolver	+0	2d8+2	3/2	See Above	4	6
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Cloth Armor (Absorb: 1/1)		5	5	5	5	5	5
Body (Base:16.25)	10	30	19	14	14	24	24

Archetype	Thug
Race	Human
Level	4
Size	M
Home Tech Level	4
Initiative Bonus	0
Movement	20'

AGL	13
CHR	13
CON	14
END	16
INT	11
OBS	13
STR	17
WIS	11

Dodge	13
Block	14
Perry	8

High Pain Thresh.	5%
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
16	16	16	16

Range						
Weapon	PB	S	Med	L	EX	MX
Hvy. SA Revolver	3	15	38	75	113	150
2B Shotgun Slug	3	17	45	73	103	135

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	2B Shotgun (Slug)	+3	3d8	2	See above	4	2
	Large Knife	+1	1d6+1	3/2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15			15	15
Body (Base:15.25)	9	27	18	14	14	23	23

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Saber	+3	1d8+2	1	1	1	1
	Heavy SA Revolver	+1	2d8+2	3/2	See Above	4	6
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15				
Body (Base:15.25)	9	27	18	14	14	23	23

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	2B Shotgun (Slug)	+3	3d8	2	See above	4	2
	Large Knife	+1	1d6+1	3/2	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15	15	15	15	15
Body (Base:15.25)	9	27	18	14	14	23	23

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy SA Revolver	+3	2d8+2	3/2	See Above	4	6
	Club	+1	1d6+1	1	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15			15	15
Body (Base:15.25)	9	27	18	14	14	23	23

Archetype	Thug
Race	Human
Level	5
Size	M
Home Tech Level	4
Initiative Bonus	0
Movement	20'

AGL	12
CHR	10
CON	13
END	11
INT	10
OBS	12
STR	14
WIS	10

Dodge	13
Block	14
Perry	9

High Pain Thresh.	10%
AGL	10%
CHR	10%
CON	10%
END	10%
INT	10%
OBS	10%
STR	10%
WIS	10%

Current CON			
#1	#2	#3	#4
13	13	13	13

Current END			
#1	#2	#3	#4
11	11	11	11

Range						
Weapon	PB	S	Med	L	EX	MX
Lt. SA Revolver	2	12	30	60	90	120
Lever Action Rifle	7	75	217	366	515	675

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lever Action Rifle	+4	2d8+2	2/3	See Above	4	6
	Large Knife	+1	1d6+1	3/2	1	1	1
	Light SA Revolver	+0	2d6+1	3/2	See Above	4	6

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15		15	15	15
Body (Base: 12.75)	8	23	16	12	12	20	20

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lever Action Rifle	+4	2d8+2	2/3	See Above	4	6
	Light SA Revolver	+1	2d6+1	3/2	See Above	4	6
	Large Knife	+0	1d6+1	3/2	1	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15			15	15
Body (Base: 13)	8	23	16	12	12	20	20

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lever Action Rifle	+4	2d8+2	2/3	See Above	4	6
	Large Knife	+1	1d6+1	3/2	1	1	1
	Light SA Revolver	+0	2d6+1	3/2	See Above	4	6

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15			15	15
Body (Base: 13)	8	23	16	12	12	20	20

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light SA Revolver	+4	2d6+1	3/2	See Above	4	6
	Saber	+1	1d8+2	1	1	1	1
	Large Knife	+0	1d6+1	3/2	1	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Hide Armor (Absorb: 2/2)		15	15				
Body (Base: 13)	8	23	16	12	12	20	20