

|                  |        |
|------------------|--------|
| Archetype        | Thug   |
| Race             | Human  |
| Level            | 1      |
| Size             | Medium |
| Home Tech Level  | 5      |
| Initiative Bonus | 0      |
| Movement         | 20'    |

|     |    |
|-----|----|
| AGL | 12 |
| CHR | 14 |
| CON | 15 |
| END | 11 |
| INT | 10 |
| OBS | 11 |
| STR | 12 |
| WIS | 13 |

|       |    |
|-------|----|
| 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 |
| 15          | 15 | 15 | 15 |

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

| Range           |    |    |     |    |    |     |
|-----------------|----|----|-----|----|----|-----|
| Weapon          | PB | S  | Med | L  | EX | MX  |
| All Lt Handguns | 2  | 12 | 30  | 60 | 90 | 120 |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #1                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | DA Lt Revolver         | +0          | 2d6+1         | 2         | See Above | 5          | 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: 13.25)        | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #2                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | DA Lt Revolver         | +0          | 2d6+1         | 2         | See Above | 5          | 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: 13.25)        | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #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: 13.25)        | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #4                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | DA Lt Revolver         | +0          | 2d6+1         | 2         | See Above | 5          | 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: 13.25)        | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                  |        |
|------------------|--------|
| Archetype        | Thug   |
| Race             | Human  |
| Level            | 2      |
| Size             | Medium |
| Home Tech Level  | 5      |
| Initiative Bonus | 0      |
| Movement         | 20'    |

|     |    |
|-----|----|
| AGL | 12 |
| CHR | 8  |
| CON | 13 |
| END | 13 |
| INT | 14 |
| OBS | 13 |
| STR | 13 |
| WIS | 12 |

|       |    |
|-------|----|
| 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 |
| 13          | 13 | 13 | 13 |

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

| Range           |    |    |     |    |     |     |
|-----------------|----|----|-----|----|-----|-----|
| Weapon          | PB | S  | Med | L  | EX  | MX  |
| All Lt Handguns | 2  | 12 | 30  | 60 | 90  | 120 |
| Shotgun (Slug)  | 3  | 17 | 45  | 73 | 103 | 135 |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #1                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | Semi.Auto Lt Handgun   | +1          | 2d6+1         | 3         | See Above | 5          | 15        |
|                           | Baton                  | +0          | 1d4+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: 13)           | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #2                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | DA Lt Revolver         | +1          | 2d6+1         | 2         | See Above | 5          | 6         |
|                           | Baton                  | +0          | 1d4+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: 13)           | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #3                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | Pump Shotgun (slug)    | +1          | 3d8           | 4/3       | 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: 13)           | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                           |                        |             |               |           |           |            |           |
|---------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #4                        | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                           | DA Lt Revolver         | +1          | 2d6+1         | 2         | See Above | 5          | 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: 13)           | 8                      | 23          | 16            | 12        | 12        | 20         | 20        |

|                  |        |
|------------------|--------|
| Archetype        | Thug   |
| Race             | Human  |
| Level            | 3      |
| Size             | Medium |
| Home Tech Level  | 5      |
| Initiative Bonus | 0      |
| Movement         | 20'    |

|     |    |
|-----|----|
| AGL | 12 |
| CHR | 8  |
| CON | 13 |
| END | 17 |
| INT | 16 |
| OBS | 13 |
| STR | 11 |
| WIS | 14 |

|       |    |
|-------|----|
| Dodge | 12 |
| Block | 14 |
| 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 |
| 13          | 13 | 13 | 13 |

| Current END |    |    |    |
|-------------|----|----|----|
| #1          | #2 | #3 | #4 |
| 17          | 17 | 17 | 17 |

| Range            |    |    |     |    |     |     |
|------------------|----|----|-----|----|-----|-----|
| Weapon           | PB | S  | Med | L  | EX  | MX  |
| Shotgun (Slug)   | 3  | 17 | 45  | 73 | 103 | 135 |
| All Hvy Handguns | 3  | 15 | 38  | 75 | 113 | 150 |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #1                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Semi-A Hvy Handgun     | +2          | 2d8+2         | 3         | See Above | 5          | 8         |
|                                       | 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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 13.5)                     | 8                      | 25          | 17            | 13        | 13        | 21         | 21        |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #2                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Pump Shotgun (slug)    | +2          | 3d8           | 4/3       | See Above | 4          | 6         |
|                                       | Baton                  | +0          | 1d4+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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 13.5)                     | 8                      | 25          | 17            | 13        | 13        | 21         | 21        |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #3                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Pump Shotgun (slug)    | +2          | 3d8           | 4/3       | See Above | 4          | 6         |
|                                       | Semi-A Hvy Handgun     | +2          | 2d8+2         | 3         | See Above | 5          | 8         |
| Hit Points                            | Head (1)               | Chest (2-3) | Abdomen (4-5) | R Arm (6) | L Arm (7) | R Leg (8)  | L Leg (9) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 13.5)                     | 8                      | 25          | 17            | 13        | 13        | 21         | 21        |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #4                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | DA Lt Revolver         | +2          | 2d6+1         | 2         | See Above | 5          | 6         |
|                                       | Pump Shotgun (slug)    | +0          | 3d8           | 4/3       | 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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 13.5)                     | 8                      | 25          | 17            | 13        | 13        | 21         | 21        |

|                  |        |
|------------------|--------|
| Archetype        | Thug   |
| Race             | Human  |
| Level            | 4      |
| Size             | Medium |
| Home Tech Level  | 5      |
| Initiative Bonus | -2     |
| Movement         | 25'    |

|     |    |
|-----|----|
| AGL | 16 |
| CHR | 8  |
| CON | 10 |
| END | 17 |
| INT | 11 |
| OBS | 11 |
| STR | 10 |
| WIS | 9  |

|       |    |
|-------|----|
| Dodge | 14 |
| Block | 15 |
| Perry | 9  |

|                   |     |     |
|-------------------|-----|-----|
| 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 |
| 17          | 17 | 17 | 17 |

| Range           |    |    |     |     |     |     |
|-----------------|----|----|-----|-----|-----|-----|
| Weapon          | PB | S  | Med | L   | EX  | MX  |
| All Lt Handguns | 2  | 12 | 30  | 60  | 90  | 120 |
| Semi-Auto Rifle | 7  | 75 | 217 | 366 | 515 | 675 |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #1                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Semi-Automatic Rifle   | +4          | 2d8+2         | 4         | See Above | 5          | 8         |
|                                       | Bayonet                | +2          | 1d8+1         | 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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 11.75)                    | 7                      | 22          | 14            | 11        | 11        | 18         | 18        |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #2                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Semi-Auto Lt Handgun   | +4          | 2d6+1         | 5         | See Above | 5          | 15        |
|                                       | Large Knife            | +2          | 1d6+1         | 5/2       | 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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 11.75)                    | 7                      | 22          | 14            | 11        | 11        | 18         | 18        |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #3                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Semi-Automatic Rifle   | +4          | 2d8+2         | 4         | See Above | 5          | 8         |
|                                       | Bayonet                | +2          | 1d8+1         | 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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 11.75)                    | 7                      | 22          | 14            | 11        | 11        | 18         | 18        |

|                                       |                        |             |               |           |           |            |           |
|---------------------------------------|------------------------|-------------|---------------|-----------|-----------|------------|-----------|
| #4                                    | Attack skills / Weapon | Bonus       | Damage        | Rate      | Range     | Tech Level | Rounds    |
|                                       | Semi-Automatic Rifle   | +4          | 2d8+2         | 4         | See Above | 5          | 8         |
|                                       | Large Knife            | +2          | 1d6+1         | 5/2       | 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) |
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25                     | 5           | 5             | 5         | 5         | 5          | 5         |
| Body (Base: 11.75)                    | 7                      | 22          | 14            | 11        | 11        | 18         | 18        |

|                  |        |
|------------------|--------|
| Archetype        | Thug   |
| Race             | Human  |
| Level            | 5      |
| Size             | Medium |
| Home Tech Level  | 5      |
| Initiative Bonus | -2     |
| Movement         | 25'    |

|     |    |
|-----|----|
| AGL | 16 |
| CHR | 11 |
| CON | 14 |
| END | 12 |
| INT | 13 |
| OBS | 10 |
| STR | 12 |
| WIS | 13 |

|       |    |
|-------|----|
| Dodge | 14 |
| Block | 15 |
| Perry | 10 |

|                   |     |
|-------------------|-----|
| High Pain Thresh. | 10% |
| AGL               | 15% |
| CHR               | 10% |
| CON               | 10% |
| END               | 10% |
| INT               | 10% |
| OBS               | 10% |
| STR               | 10% |
| WIS               | 10% |

| 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  |
| All Hvy Handguns | 3  | 15 | 38  | 75  | 113 | 150 |
| Semi-Auto Rifle  | 7  | 75 | 217 | 366 | 515 | 675 |

| #1 | Attack skills / Weapon | Bonus | Damage | Rate | Range     | Tech Level | Rounds |
|----|------------------------|-------|--------|------|-----------|------------|--------|
|    | Semi-Automatic Rifle   | +5    | 2d8+2  | 4    | See Above | 5          | 8      |
|    | Bayonet                | +2    | 1d8+1  | 2    | 1         | 1          | 1      |
|    | Baton                  | +1    | 1d4+1  | 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) |
|---------------------------------------|----------|-------------|---------------|-----------|-----------|-----------|-----------|
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25       | 5           | 5             | 5         | 5         | 5         | 5         |
| Body (Base: 13)                       | 8        | 23          | 16            | 12        | 12        | 20        | 20        |

| #2 | Attack skills / Weapon | Bonus | Damage | Rate | Range     | Tech Level | Rounds |
|----|------------------------|-------|--------|------|-----------|------------|--------|
|    | Semi-Automatic Rifle   | +5    | 2d8+2  | 4    | See Above | 5          | 8      |
|    | Semi-A Hvy Handgun     | +2    | 2d8+2  | 5    | See Above | 5          | 8      |
|    | Large Knife            | +1    | 1d6+1  | 5/2  | 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) |
|---------------------------------------|----------|-------------|---------------|-----------|-----------|-----------|-----------|
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25       | 5           | 5             | 5         | 5         | 5         | 5         |
| Body (Base: 13)                       | 8        | 23          | 16            | 12        | 12        | 20        | 20        |

| #3 | Attack skills / Weapon | Bonus | Damage | Rate | Range     | Tech Level | Rounds |
|----|------------------------|-------|--------|------|-----------|------------|--------|
|    | Semi-A Hvy Handgun     | +5    | 2d8+2  | 5    | See Above | 5          | 8      |
|    | Large Knife            | +2    | 1d6+1  | 5/2  | 1         | 1          | 1      |
|    | Baton                  | +1    | 1d4+1  | 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) |
|---------------------------------------|----------|-------------|---------------|-----------|-----------|-----------|-----------|
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25       | 5           | 5             | 5         | 5         | 5         | 5         |
| Body (Base: 13)                       | 8        | 23          | 16            | 12        | 12        | 20        | 20        |

| #4 | Attack skills / Weapon | Bonus | Damage | Rate | Range     | Tech Level | Rounds |
|----|------------------------|-------|--------|------|-----------|------------|--------|
|    | Semi-Automatic Rifle   | +5    | 2d8+2  | 4    | See Above | 5          | 8      |
|    | Bayonet                | +2    | 1d8+1  | 2    | 1         | 1          | 1      |
|    | Large Knife            | +1    | 1d6+1  | 5/2  | 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) |
|---------------------------------------|----------|-------------|---------------|-----------|-----------|-----------|-----------|
| Helmet (Abs: 4/1)<br>Cloth (Abs: 1/1) | 25       | 5           | 5             | 5         | 5         | 5         | 5         |
| Body (Base: 13)                       | 8        | 23          | 16            | 12        | 12        | 20        | 20        |