

Archetype	Thug
Race	Human
Level	1
Size	Medium
Home Tech Level	6
Initiative Bonus	+1
Movement	15'

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

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
12	12	12	12

Current END			
#1	#2	#3	#4
12	12	12	12

Range						
Weapon	PB	S	Med	L	EX	MX
Light Revolver	2	12	30	60	90	120

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Large Knife	+0	1d6	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)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Large Knife	+0	1d6	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)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light DA Revolver	+0	2d6+1	3/2	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)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light DA 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)
Armor (Absorb:)							
Body (Base: 11)	7	20	13	10	10	17	17

Archetype	Thug
Race	Human
Level	2
Size	Medium
Home Tech Level	6
Initiative Bonus	0
Movement	20'

AGL	12
CHR	10
CON	15
END	11
INT	11
OBS	10
STR	13
WIS	9

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
15	15	15	15

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

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

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lt Semi-Auto Handgun	+1	2d6+1	3	See Above	5	15
	Brawling	+1	P1d4-1 /K1d6+1	3	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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 13.5)	8	25	17	13	13	21	21

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lt Semi-Auto Handgun	+1	2d6+1	3	See Above	5	15
	Brawling	+1	P1d4-1 /K1d6+1	3	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)
Armor (Absorb:)							
Body (Base: 13.5)	8	25	17	13	13	21	21

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lt Semi-Auto Handgun	+1	2d6+1	3	See Above	5	15
	Brawling	+1	P1d4-1 /K1d6+1	3	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)
Armor (Absorb:)							
Body (Base: 13.5)	8	25	17	13	13	21	21

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Lt Semi-Auto Handgun	+1	2d6+1	3	See Above	5	15
	Wrestling	+1	N/A	3	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)
Armor (Absorb:)							
Body (Base: 13.5)	8	25	17	13	13	21	21

Archetype	Thug
Race	Human
Level	3
Size	Medium
Home Tech Level	6
Initiative Bonus	0
Movement	20'

AGL	14
CHR	13
CON	12
END	10
INT	12
OBS	15
STR	16
WIS	12

Dodge	12
Block	14
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
12	12	12	12

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

Range						
Weapon	PB	S	Med	L	EX	MX
Assault Rifle	7	75	217	366	515	675
Hvy SA handgun	3	15	38	75	113	150

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+2	2d8+2 (d4)	2B	See Above	6	30
	Large Knife	+0	1d6+2	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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 12.5)	8	23	16	12	12	20	20

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Hvy S-Auto Handgun	+2	2d8+2	4	See Above	5	8
	Wrestling	+1	NA	3	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)
Armor (Absorb:)							
Body (Base: 12.5)	8	23	16	12	12	20	20

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+2	2d8+2 (d4)	2B	See Above	6	30
	Brawling	+1	P1d4 / K1d6	3	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)
Armor (Absorb:)							
Body (Base: 12.5)	8	23	16	12	12	20	20

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Hvy S-Auto Handgun	+2	2d8+2	4	See Above	5	8
	Large Knife	+0	1d6+2	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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 12.5)	8	23	16	12	12	20	20

Archetype	Thug
Race	Human
Level	4
Size	Medium
Home Tech Level	6
Initiative Bonus	0
Movement	20'

AGL	11
CHR	12
CON	8
END	17
INT	13
OBS	13
STR	9
WIS	8

Dodge	13
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
8	8	8	8

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

Range						
Weapon	PB	S	Med	L	EX	MX
Assault Rifle	7	75	217	366	515	675
Hvy SA handgun	3	15	38	75	113	150

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Hvy S-Auto Handgun	+3	2d8+2	2	See Above	5	8
	Large Knife	+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)
Kevlar Armor (Absorb: 4A/4)		30	30				
Body (Base: 10.5)	7	20	13	10	10	17	17

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+3	2d8+2 (d4)	1B	See Above	6	30
	Large Knife	+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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 10.5)	7	20	13	10	10	17	17

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+3	2d8+2 (d4)	1B	See Above	6	30
	Brawling	+2	P1d4 -1/K1d6-1	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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 10.5)	7	20	13	10	10	17	17

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Hvy S-Auto Handgun	+3	2d8+2	2	See Above	5	8
	Brawling	+2	P1d4 -1/K1d6-1	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)
Armor (Absorb:)							
Body (Base: 10.5)	7	20	13	10	10	17	17

Archetype	Thug
Race	Human
Level	5
Size	Medium
Home Tech Level	6
Initiative Bonus	0
Movement	20'

AGL	10
CHR	10
CON	13
END	13
INT	13
OBS	17
STR	12
WIS	9

Dodge	13
Block	14
Perry	9

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

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
Assault Rifle	7	75	217	366	515	675
Lt S.A. Handgun	2	12	30	60	90	120

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+4	2d8+2 (d4)	1B	See Above	6	30
	Wrestling	+2	N/A	2	1	1	1
	Lt Semi-Auto Handgun	+0	2d6+1	2	See Above	5	15
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 12.75)	8	23	16	12	12	20	20

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+4	2d8+2 (d4)	1B	See Above	6	30
	Large Knife	+1	1d6+1	1	1	1	1
	Wrestling	+1	N/A	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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 12.75)	8	23	16	12	12	20	20

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+4	2d8+2 (d4)	1B	See Above	6	30
	Wrestling	+2	N/A	2	1	1	1
	Large Knife	+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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 12.75)	8	23	16	12	12	20	20

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Assault Rifle	+4	2d8+2 (d4)	1B	See Above	6	30
	Lt Semi-Auto Handgun	+1	2d6+1	2	See Above	5	15
	Brawling	+1	P1d4-1 /K1d6-1	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)
Kevlar Armor (Absorb: 5A/4)		30	30				
Body (Base: 12.75)	8	23	16	12	12	20	20