

Archetype	Thug
Race	Human
Level	1
Size	Medium
Home Tech Level	7
Initiative Bonus	+1
Movement	15'

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

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
11	11	11	11

Range						
Weapon	PB	S	Med	L	EX	MX
Lt Plasma Pistol	2	17	44	89	134	180

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+0	2d8+2	1	See Above	7	200
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: 11.25)	7	20	13	10	10	17	17

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+0	2d8+2	1	See Above	7	200
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: 11.25)	7	20	13	10	10	17	17

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+0	2d8+2	1	See Above	7	200
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: 11.25)	7	20	13	10	10	17	17

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+0	2d8+2	1	See Above	7	200
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: 11.25)	7	20	13	10	10	17	17

Archetype	Thug
Race	Human
Level	2
Size	Medium
Home Tech Level	7
Initiative Bonus	-1
Movement	25'

AGL	15
CHR	10
CON	14
END	9
INT	11
OBS	9
STR	14
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
14	14	14	14

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

Range						
Weapon	PB	S	Med	L	EX	MX
Lt Plasma Pistol	2	17	44	89	134	180
Hvy Plas Pistol	3	15	38	60	90	120

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+1	2d8+2	3	See Above	7	200
	Small Knife	+0	1d4	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: 12.75)	8	23	16	12	12	20	20

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+1	2d10+2	3	See Above	7	150
	Small Knife	+0	1d4	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)
Leather Armor (Absorb: 3/3)		20	20	20	20		
Body (Base: 12.75)	8	23	16	12	12	20	20

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+1	2d8+2	3	See Above	7	200
	Baton	+0	1d4+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: 12.75)	8	23	16	12	12	20	20

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Light Plasma Pistol	+1	2d8+2	3	See Above	7	200
	Small Knife	+0	1d4	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)
Leather Armor (Absorb: 3/3)		20	20	20	20		
Body (Base: 12.75)	8	23	16	12	12	20	20

Archetype	Thug
Race	Human
Level	3
Size	Medium
Home Tech Level	7
Initiative Bonus	+1
Movement	15'

AGL	9
CHR	12
CON	13
END	16
INT	13
OBS	11
STR	14
WIS	12

Dodge	12
Block	14
Perry	8

High Pain Thresh.	5%	
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
16	16	16	16

Range						
Weapon	PB	S	Med	L	EX	MX
Hvy Plas Pistol	3	15	38	60	90	120
Plasma Rifle	8	83	240	406	571	750

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+2	2d10+2	1	See Above	7	150
	Small Knife	+0	1d4	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)
Body Armor (Absorb: 5/5)		40	40				
Body (Base: 14)	8	25	17	13	13	21	21

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+2	2d10+2	1	See Above	7	150
	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)
Leather Armor (Absorb: 3/3)		20	20	20	20		
Body (Base: 14)	8	25	17	13	13	21	21

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+2	2d10+2	1	See Above	7	150
	Small Knife	+0	1d4	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)
Leather Armor (Absorb: 3/3)		20	20	20	20		
Body (Base: 14)	8	25	17	13	13	21	21

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Plasma Rifle	+2	5d6	1	See Above	7	75
	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: 14)	8	25	17	13	13	21	21

Archetype	Thug
Race	Human
Level	4
Size	Medium
Home Tech Level	7
Initiative Bonus	0
Movement	20'

AGL	12
CHR	10
CON	15
END	13
INT	16
OBS	14
STR	13
WIS	11

Dodge	13
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
15	15	15	15

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

Range						
Weapon	PB	S	Med	L	EX	MX
Hvy Plas Pistol	3	15	38	60	90	120
Plasma Rifle	8	83	240	406	571	750

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Plasma Rifle	+3	5d6	2	See Above	7	75
	Baton	+1	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: 14)	8	25	17	13	13	21	21

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Plasma Rifle	+3	5d6	2	See Above	7	75
	Small Knife	+1	1d4	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)
Body Armor (Absorb: 5/5)		40	40				
Body (Base: 14)	8	25	17	13	13	21	21

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+3	2d10+2	2	See Above	7	150
	Baton	+1	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)
Body Armor (Absorb: 5/5)		40	40				
Body (Base: 14)	8	25	17	13	13	21	21

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+3	2d10+2	2	See Above	7	150
	Small Knife	+1	1d4	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)
Armor (Absorb:)							
Body (Base: 14)	8	25	17	13	13	21	21

Archetype	Thug
Race	Human
Level	5
Size	Medium
Home Tech Level	7
Initiative Bonus	-3
Movement	35'

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

Dodge	16
Block	17
Perry	12

High Pain Thresh.	10%
AGL	25%
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
10	10	10	10

Range						
Weapon	PB	S	Med	L	EX	MX
Hvy Plas Pistol	3	15	38	60	90	120
Plasma Rifle	8	83	240	406	571	750

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+7	2d10+2	3	See Above	7	150
	Plasma Rifle	+4	5d6	2	See Above	7	75
	Baton	+3	1d4+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)
Leather Armor (Absorb: 3/3)		20	20	20	20		
Body (Base: 11.25)	7	20	13	10	10	17	17

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Plasma Rifle	+7	5d6	2	See Above	7	75
	Heavy Plasma Pistol	+4	2d10+2	3	See Above	7	150
	Small Knife	+3	1d4	7/2	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)
Body Armor (Absorb: 5/5)		40	40				
Body (Base: 11.25)	7	20	13	10	10	17	17

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Heavy Plasma Pistol	+7	2d10+2	3	See Above	7	150
	Plasma Rifle	+4	5d6	2	See Above	7	75
	Small Knife	+3	1d4	7/2	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)
Body Armor (Absorb: 5/5)		40	40				
Body (Base: 11.25)	7	20	13	10	10	17	17

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Plasma Rifle	+7	5d6	2	See Above	7	75
	Heavy Plasma Pistol	+4	2d10+2	3	See Above	7	150
	Baton	+3	1d4+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)
Body Armor (Absorb: 5/5)		40	40				
Body (Base: 11.25)	7	20	13	10	10	17	17