

Archetype	US Civil War
Race	Human
Level	1
Size	Medium
Home Tech Level	4
Initiative Bonus	0
Movement	20' (4)

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

Block	13
Dodge	10
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
11	11	11	11

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

Range						
Weapon	PB	S	Med	L	EX	MX
Unrifled Musket	1	13	32	60	91	125

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Unrifled Musket	+1	2d10	1/6	R	3	10
	Bayonette	-3	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12.5)	8	23	16	12	12	20	20

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Unrifled Musket	+1	2d10	1/6	R	3	10
	Bayonette	-3	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12.5)	8	23	16	12	12	20	20

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Unrifled Musket	+1	2d10	1/6	R	3	10
	Bayonette	-3	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12.5)	8	23	16	12	12	20	20

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Unrifled Musket	+1	2d10	1/6	R	3	10
	Bayonette	-3	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12.5)	8	23	16	12	12	20	20

Archetype	US Civil War
Race	Human
Level	2
Size	Medium
Home Tech Level	4
Initiative Bonus	+1
Movement	15' (3)

AGL	10
CHR	9
CON	11
END	15
INT	14
OBS	11
STR	11
WIS	8

Block	13
Dodge	11
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	-5%

Current CON			
#1	#2	#3	#4
11	11	11	11

Current END			
#1	#2	#3	#4
15	15	15	15

Range						
Weapon	PB	S	Med	L	EX	MX
Unrifled Musket	1	13	32	60	91	125

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifle	+1	2d10	1/6	R	3	12
	Bayonette	+0	1d8+1	2/3	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12)	7	22	14	11	11	18	18

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifle	+1	2d10	1/6	R	3	12
	Bayonette	+0	1d8+1	2/3	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12)	7	22	14	11	11	18	18

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifle	+1	2d10	1/6	R	3	12
	Bayonette	+0	1d8+1	2/3	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12)	7	22	14	11	11	18	18

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifle	+1	2d10	1/6	R	3	12
	Bayonette	+0	1d8+1	2/3	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 12)	7	22	14	11	11	18	18

Archetype	US Civil War
Race	Human
Level	3
Size	Medium
Home Tech Level	4
Initiative Bonus	0
Movement	20' (4)

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

Block	14
Dodge	12
Perry	8

High Pain Thresh.	N/A
AGL	N/A
CHR	N/A
CON	N/A
END	N/A
INT	-5%
OBS	-5%
STR	N/A
WIS	N/A

Current CON			
#1	#2	#3	#4
9	9	9	9

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

Range						
Weapon	PB	S	Med	L	EX	MX
Rifled Musket	2	15	37	68	103	140

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifled Musket	+2	2d10	1/6	R	3	10
	Bayonette	+0	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 9.5)	6	18	12	9	9	15	15

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifled Musket	+2	2d10	1/6	R	3	10
	Bayonette	+0	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 9.5)	6	18	12	9	9	15	15

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifled Musket	+2	2d10	1/6	R	3	10
	Bayonette	+0	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 9.5)	6	18	12	9	9	15	15

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifled Musket	+2	2d10	1/6	R	3	10
	Bayonette	+0	1d8+1	2/3	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 9.5)	6	18	12	9	9	15	15

Archetype	US Civil War
Race	Human
Level	4
Size	Medium
Home Tech Level	4
Initiative Bonus	0
Movement	20' (4)

AGL	13
CHR	13
CON	14
END	8
INT	9
OBS	8
STR	11
WIS	15

Block	14
Dodge	13
Perry	8

High Pain Thresh.	-5%
AGL	N/A
CHR	N/A
CON	N/A
END	-5%
INT	N/A
OBS	-5%
STR	N/A
WIS	N/A

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

Current END			
#1	#2	#3	#4
8	8	8	8

Range						
Weapon	PB	S	Med	L	EX	MX
Rifled Musket	2	15	37	68	103	140

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Rifled Musket	+3	2d10	1/5	R	3	10
	Bayonette	+1	1d8+1	1	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		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
	Rifled Musket	+3	2d10	1/5	R	3	10
	Bayonette	+1	1d8+1	1	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		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
	Rifled Musket	+3	2d10	1/5	R	3	10
	Bayonette	+1	1d8+1	1	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		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
	Rifled Musket	+3	2d10	1/5	R	3	10
	Bayonette	+1	1d8+1	1	1	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 11.75)	7	22	14	11	11	18	18

Archetype	US Civil War
Race	Human
Level	5
Size	Medium
Home Tech Level	4
Initiative Bonus	0
Movement	20' (4)

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

Block	14
Dodge	13
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
14	14	14	14

Current END			
#1	#2	#3	#4
8	8	8	8

Range						
Weapon	PB	S	Med	L	EX	MX
SA H Revolver	3	15	38	75	113	150

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	SA Heavy Revolver	+4	2d8+2	2	R	4	6
	Sabre	+1	1d8+2	3/2	1	1	1
	Large Knife	+0	1d6+1	2	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 11.5)	7	22	14	11	11	18	18

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	SA Heavy Revolver	+4	2d8+2	2	R	4	6
	Sabre	+1	1d8+2	3/2	1	1	1
	Large Knife	+0	1d6+1	2	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 11.5)	7	22	14	11	11	18	18

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	SA Heavy Revolver	+4	2d8+2	2	R	4	6
	Sabre	+1	1d8+2	3/2	1	1	1
	Large Knife	+0	1d6+1	2	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 11.5)	7	22	14	11	11	18	18

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	SA Heavy Revolver	+4	2d8+2	2	R	4	6
	Sabre	+1	1d8+2	3/2	1	1	1
	Large Knife	+0	1d6+1	2	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor Cloth (Absorb: 1/1)		5	5	5	5	5	5
Body (Base: 11.5)	7	22	14	11	11	18	18