

Archetype	WWII Soldier
Race	Human
Level	1
Size	Medium
Home Tech Level	5
Initiative Bonus	0
Movement	20' (4)

AGL	12
CHR	10
CON	10
END	12
INT	9
OBS	9
STR	12
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
10	10	10	10

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

Range						
Weapon	PB	S	Med	L	EX	MX
S.A Rifle	7	75	217	366	515	675

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+0	2d8+2	2	R	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:11)	7	20	13	10	10	17	17

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+0	2d8+2	2	R	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:11)	7	20	13	10	10	17	17

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+0	2d8+2	2	R	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:11)	7	20	13	10	10	17	17

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+0	2d8+2	2	R	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:11)	7	20	13	10	10	17	17

Archetype	WWII Soldier
Race	Human
Level	2
Size	Medium
Home Tech Level	5
Initiative Bonus	0
Movement	20' (4)

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

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	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
S.A Rifle	7	75	217	366	515	675

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+1	2d8+2	2	R	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)	25						
Cloth (Abs: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
	Semi-Automatic Rifle	+1	2d8+2	2	R	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)	25						
Cloth (Abs: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
	Semi-Automatic Rifle	+1	2d8+2	2	R	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)	25						
Cloth (Abs: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
	Semi-Automatic Rifle	+1	2d8+2	2	R	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:12.5)	8	23	16	12	12	20	20

Archetype	WWII Soldier
Race	Human
Level	3
Size	Medium
Home Tech Level	5
Initiative Bonus	0
Movement	20' (4)

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

Range						
Weapon	PB	S	Med	L	EX	MX
S.A Rifle	7	75	217	366	515	675

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+2	2d8+2	3	R	5	8
	Bayonet	+0	1d8+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)	25						
Cloth (Abs: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
	Semi-Automatic Rifle	+2	2d8+2	3	R	5	8
	Bayonet	+0	1d8+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)	25						
Cloth (Abs: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
	Semi-Automatic Rifle	+2	2d8+2	3	R	5	8
	Bayonet	+0	1d8+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)	25						
Cloth (Abs: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
	Semi-Automatic Rifle	+2	2d8+2	3	R	5	8
	Bayonet	+0	1d8+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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:12)	7	22	14	11	11	18	18

Archetype	WWII Soldier
Race	Human
Level	4
Size	Medium
Home Tech Level	5
Initiative Bonus	0
Movement	20' (4)

AGL	12
CHR	15
CON	13
END	14
INT	15
OBS	13
STR	17
WIS	9

Block	14
Dodge	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	10%
WIS	N/A

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

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

Range						
Weapon	PB	S	Med	L	EX	MX
S.A Rifle	7	75	217	366	515	675
Grenade	1	5	11	22	33	44

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+3	2d8+2	2	R	5	8
	Frag. Grenade	+1	100(10)	1	R	5	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:14.25)	8	25	17	13	13	21	21

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+3	2d8+2	2	R	5	8
	Frag. Grenade	+1	100(10)	1	R	5	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:14.25)	8	25	17	13	13	21	21

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+3	2d8+2	2	R	5	8
	Frag. Grenade	+1	100(10)	1	R	5	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:14.25)	8	25	17	13	13	21	21

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+3	2d8+2	2	R	5	8
	Frag. Grenade	+1	100(10)	1	R	5	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:14.25)	8	25	17	13	13	21	21

Archetype	WWII Soldier
Race	Human
Level	5
Size	Medium
Home Tech Level	5
Initiative Bonus	-2
Movement	25' (5)

AGL	16
CHR	9
CON	15
END	12
INT	10
OBS	15
STR	13
WIS	9

Block	15
Dodge	14
Perry	10

High Pain Thresh.	10%
AGL	5%
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
12	12	12	12

Range						
Weapon	PB	S	Med	L	EX	MX
S.A Rifle	7	75	217	366	515	675
Hvy SA H-Gun	3	15	38	75	113	150

#1	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+5	2d8+2	4	R	5	8
	Hvy Semi-Auto Hand Gun	+2	2d8-2	5	R	5	8
	Bayonet	+1	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:13.75)	8	25	17	13	13	21	21

#2	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+5	2d8+2	4	R	5	8
	Hvy Semi-Auto Hand Gun	+2	2d8-2	5	R	5	8
	Bayonet	+1	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:13.75)	8	25	17	13	13	21	21

#3	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+5	2d8+2	4	R	5	8
	Hvy Semi-Auto Hand Gun	+2	2d8-2	5	R	5	8
	Bayonet	+1	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:13.75)	8	25	17	13	13	21	21

#4	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
	Semi-Automatic Rifle	+5	2d8+2	4	R	5	8
	Hvy Semi-Auto Hand Gun	+2	2d8-2	5	R	5	8
	Bayonet	+1	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)	25						
Cloth (Abs:1/1)		5	5	5	5	5	5
Body (Base:13.75)	8	25	17	13	13	21	21