

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Climbing {p. B183}	14	DX-1	[1]
Crossbow {p. B186}	15	DX+0	[1]
Driving/TL9 (Automobile) {p. B188}	14	DX-1	[1]
Driving/TL9 (Motorcycle) {p. B188}	14	DX-1	[1]
Fast-Draw/TL9 (Ammo) {p. B194}	16*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	16*	DX+1	[1]
Guns/TL9 (Pistol) {p. B198}	16	DX+1	[1]
Guns/TL9 (Rifle) {p. B198}	17	DX+2	[4]
Jumping {p. B203}	15	DX+0	[1]
Knife {p. B208}	15	DX+0	[1]
Parry: 10			
NBC Suit/TL9 {p. B192}	14	DX-1	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	16†	DX+1	[1]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
HT based	Level	Relative	Pts
Hiking {p. B200}	14†	HT+1	[1]
Running {p. B218}	12	HT-1	[1]
IQ based	Level	Relative	Pts
Animal Handling (Equines) {p. B175}	12	IQ-1	[1]
Area Knowledge (Nevada) {p. B176}	13	IQ+0	[1]
Camouflage {p. B183}	15†	IQ+2	[1]
Cartography/TL9 {p. B183}	12	IQ-1	[1]
Computer Operation/TL9 {p. B184}	13	IQ+0	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
First Aid/TL9 (Human) {p. B195}	13	IQ+0	[1]
History (The Old World) {p. B200}	11	IQ-2	[1]
Navigation/TL9 (Land) {p. B211}	17‡	IQ+4	[1]
Savoir-Faire (Vault) {p. B218}	13	IQ+0	[1]
Soldier/TL9 {p. B221}	12	IQ-1	[1]
Traps/TL9 {p. B226}	12	IQ-1	[1]
Per based	Level	Relative	Pts
Observation {p. B211}	15	Per+1	[4]
Scrounging {p. B218}	14	Per+0	[1]
Search {p. B219}	13	Per-1	[1]
Survival (Desert) {p. B223}	15†	Per+1	[1]
Tracking {p. B226}	15†	Per+1	[1]
* Includes: +1 from 'Combat Reflexes'		‡ Includes: +2 from 'Vanguard', +3 from	
† Includes: +2 from 'Vanguard'		'Absolute Direction'	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-2 cr	C	-	-	
Brawling: Bite	15	-	1d-2 cr	C	-	-	
Brawling: Kick	13	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	15	10	1d(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust	15	10	1d(2) imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)	16	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine Small Knife): Thrown	11	1d(2) imp	-	6 yd / 11 yd	1	T(1)	5	-1	-	4	
Winchester 2033, 7mmCL	17	6d+1 pi	4	750 yd / 2.39 mi	3	10+1(3)	9†	-5	2	3	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	9*	11*	
Knife	DX	DX	None	

Loc. HP #

- Eyes: 2
- Neck: -
- Skull: -
- Face: -
- Torso: -
- Groin: -
- Arms: 6
- Hands: 4
- Legs: 6
- Feet: 4

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism - Armor Gaps*, p. LT101.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2 1	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
8 7 6 5 4 3 2 1	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE		
1-2	3-4	5-8
1d-3	1d-2	1d-1

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

TECHNIQUES			
Name	Level	Relative	Pts
Targeted Attack/TL9 (Guns (Rifle)/Vitals) {p. HT252}	16	def+2	[3]

