Fallout Tactics: Role Playing Game
Wargaming in the Fallout Universe

Done By William

Hit Points:	30	Level:	1	Critter:	Raiders-Range	XP: 80

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	8	Carry Weight	200	○ Big Guns	14 %	
Endurance	4	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	4	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	5	Damage Resist:	0 %	○ Melee Weapons	48 %	
Agility	7	Poison Resist	20 %	○ **Throwing**	48 %	
Luck	5	Radiation Resist	8 %	○ First Aid	56 %	
Type:		Sequence	16	○ Doctor	13 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**41 %**	
Normal		Skill Points / Level	15	○ Lock Pick	25 %	
Energy		Healing Rate	1	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	25 %	
Gas		Perk Rate	3	○ Science	20 %	
Explode				○ Repair	15 %	
AC Bonus				○ Pilot	30 %	
Weight				○ Speech	25 %	
Armour Class:	7			○ Barter	16 %	
				○ Gambling	25 %	
				○ Outdoorsman	18 %	

Weapons used:	Weapon used:	Weapon used:
Spear		

Items:	Wt.	Items:	Wt.	Items:	Wt.

Hit Points:	36	Level:	1	Critter:	Raiders-Melee	XP: 80

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	5	Carry Weight	200	○ Big Guns	14 %	
Endurance	7	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	5	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	4	Damage Resist:	0 %	○ **Melee Weapons**	**68 %**	
Agility	7	Poison Resist	35 %	○ Throwing	28 %	
Luck	5	Radiation Resist	14 %	○ First Aid	48 %	
Type:		Sequence	14	○ Doctor	9 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	21 %	
Normal		Skill Points / Level	13	○ Lock Pick	22 %	
Energy		Healing Rate	2	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	22 %	
Gas		Perk Rate	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	24 %	
Weight				○ Speech	30 %	
Armour Class:	7			○ Barter	20 %	
				○ Gambling	23 %	
				○ **Outdoorsman**	**42 %**	

Weapons used:	Weapon used:	Weapon used:
Club		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Raider armour					

Fallout Tactics: Role Playing Game
Wargaming in the Fallout Universe

Done By William

Hit Points:	33	Level:	1	Critter:	Raiders-Infantry	XP: 100

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	6	Action Points	8	○ **Small Guns**	**49 %**	
Perception	7	Carry Weight	175	○ Big Guns	12 %	
Endurance	6	Melee Damage	1	○ Energy Weapons	12 %	
Charisma	4	Bonus Damage	0 %	○ **Unarmed Combat**	**74 %**	
Intelligence	6	Damage Resist:	0 %	○ **Melee Weapons**	**64 %**	
Agility	6	Poison Resist	30 %	○ Throwing	24 %	
Luck	5	Radiation Resist	12 %	○ First Aid	56 %	
Type:		Sequence	12	○ Doctor	13 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	10 %	
Normal		Skill Points / Level	17	○ Lock Pick	23 %	
Energy		Healing Rate	2	○ Steal	18 %	
Fire		Critical Chance	5 %	○ Traps	23 %	
Gas		Perk Rate	3	○ Science	18 %	
Explode				○ Repair	18 %	
AC Bonus				○ Pilot	26 %	
Weight				○ Speech	25 %	
Armour Class:	6			○ Barter	16 %	
				○ Gambling	27 %	
				○ Outdoorsman	24 %	

Weapons used:	Weapon used:	Weapon used:
9mm M9FS Beretta	Switch blade	

Items:	Wt.	Items:	Wt.	Items:	Wt.
Raider armour					
9 mm ball * 12					

Hit Points:	34	Level:	1	Critter:	Raider-inf-smg	XP: 110

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ **Small Guns**	**49 %**	
Perception	6	Carry Weight	200	○ Big Guns	12 %	
Endurance	6	Melee Damage	2	○ **Energy Weapons**	**32 %**	
Charisma	4	Bonus Damage	0 %	○ **Unarmed Combat**	**76 %**	
Intelligence	6	Damage Resist:	0 %	○ Melee Weapons	46 %	
Agility	6	Poison Resist	30 %	○ Throwing	24 %	
Luck	5	Radiation Resist	12 %	○ First Aid	54 %	
Type:		Sequence	12	○ Doctor	12 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	18 %	
Normal		Skill Points / Level	17	○ Lock Pick	22 %	
Energy		Healing Rate	2	○ Steal	18 %	
Fire		Critical Chance	5 %	○ Traps	22 %	
Gas		Perk Rate	3	○ Science	24 %	
Explode				○ Repair	18 %	
AC Bonus				○ Pilot	24 %	
Weight				○ Speech	25 %	
Armour Class:	6			○ Barter	16 %	
				○ Gambling	27 %	
				○ Outdoorsman	24 %	

Weapons used:	Weapon used:	Weapon used:
Scorpion SMG		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Raider Armour					
9mm ball * 32					

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 2)

Hit Points:	35	Level:	1	Critter:	Raiders-inf-medium	XP: 130

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	8	Action Points	7	○ **Small Guns**	**45 %**	
Perception	6	Carry Weight	225	○ Big Guns	10 %	
Endurance	6	Melee Damage	3	○ **Energy Weapons**	**30 %**	
Charisma	4	Bonus Damage	0 %	○ **Unarmed Combat**	**76 %**	
Intelligence	6	Damage Resist:	0 %	○ Melee Weapons	46 %	
Agility	5	Poison Resist	30 %	○ Throwing	20 %	
Luck	5	Radiation Resist	12 %	○ First Aid	54 %	
Type:		Sequence	10	○ Doctor	12 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	15 %	
Normal		Skill Points / Level	17	○ Lock Pick	21 %	
Energy		Healing Rate	2	○ Steal	15 %	
Fire		Critical Chance	5 %	○ Traps	21 %	
Gas		Perk Rate	3	○ Science	24 %	
Explode				○ Repair	18 %	
AC Bonus				○ Pilot	22 %	
Weight				○ Speech	25 %	
Armour Class:	5			○ Barter	16 %	
				○ Gambling	27 %	
				○ Outdoorsman	24 %	

Weapons used:	Weapon used:	Weapon used:
AK 47	Broken Bottle	

Items:	Wt.	Items:	Wt.	Items:	Wt.
7.62mm * 50					

Hit Points:	30	Level:	1	Critter:	Raiders-Sniper	XP: 14

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	5	Action Points	9	○ **Small Guns**	**57 %**	
Perception	8	Carry Weight	150	○ **Big Guns**	**36 %**	
Endurance	5	Melee Damage	1	○ Energy Weapons	16 %	
Charisma	4	Bonus Damage	0 %	○ Unarmed Combat	56 %	
Intelligence	5	Damage Resist:	0 %	○ Melee Weapons	46 %	
Agility	8	Poison Resist	25 %	○ Throwing	32 %	
Luck	5	Radiation Resist	10 %	○ First Aid	56 %	
Type:		Sequence	16	○ Doctor	13 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**44%**	
Normal		Skill Points / Level	15	○ Lock Pick	26 %	
Energy		Healing Rate	1	○ Steal	24 %	
Fire		Critical Chance	5 %	○ Traps	26 %	
Gas		Perk Rate	3	○ Science	20 %	
Explode				○ Repair	15 %	
AC Bonus				○ Pilot	32 %	
Weight				○ Speech	25 %	
Armour Class:	8			○ Barter	16 %	
				○ Gambling	25 %	
				○ Outdoorsman	20 %	

Weapons used:	Weapon used:	Weapon used:
AK-47	Switch Blade	

Items:	Wt.	Items:	Wt.	Items:	Wt.
7.62 mm * 50					

Hit Points:	34	Level:	1	Critter:	Raiders-Traper	XP: 100

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	5	Action Points	8	○ Small Guns	29 %	
Perception	8	Carry Weight	150	○ Big Guns	12 %	
Endurance	7	Melee Damage	1	○ Energy Weapons	12 %	
Charisma	4	Bonus Damage	0 %	○ **Unarmed Combat**	**72%**	
Intelligence	5	Damage Resist:	0 %	○ Melee Weapons	42 %	
Agility	6	Poison Resist	35 %	○ Throwing	24 %	
Luck	5	Radiation Resist	14 %	○ First Aid	56 %	
Type:		Sequence	12	○ Doctor	13 %	
Armour / DT / DR		Hit Points / Level	6	○ **Sneak**	**38%**	
Normal		Skill Points / Level	15	○ Lock Pick	24 %	
Energy		Healing Rate	2	○ Steal	18 %	
Fire		Critical Chance	5 %	○ **Traps**	**44%**	
Gas		Perk Rate	3	○ Science	20 %	
Explode				○ Repair	15 %	
AC Bonus				○ Pilot	28 %	
Weight				○ Speech	25 %	
Armour Class:	6			○ Barter	16 %	
				○ Gambling	25 %	
				○ Outdoorsman	24 %	

Weapons used:	Weapon used:	Weapon used:
Club		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Raider Armour					

Hit Points:	30	Level:	1	Critter:	Raiders-Medic	XP: 100

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	5	Action Points	8	○ Small Guns	33 %	
Perception	6	Carry Weight	150	○ Big Guns	14 %	
Endurance	5	Melee Damage	1	○ Energy Weapons	14 %	
Charisma	4	Bonus Damage	0 %	○ Unarmed Combat	54 %	
Intelligence	8	Damage Resist:	0 %	○ Melee Weapons	44 %	
Agility	7	Poison Resist	25 %	○ Throwing	28 %	
Luck	5	Radiation Resist	10 %	○ **First Aid**	**78%**	
Type:		Sequence	14	○ **Doctor**	**34%**	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**41%**	
Normal		Skill Points / Level	21	○ Lock Pick	23 %	
Energy		Healing Rate	1	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	23 %	
Gas		Perk Rate	3	○ Science	32 %	
Explode				○ Repair	24 %	
AC Bonus				○ Pilot	26 %	
Weight				○ Speech	25 %	
Armour Class:	7			○ Barter	16 %	
				○ Gambling	31 %	
				○ Outdoorsman	26 %	

Weapons used:	Weapon used:	Weapon used:
9mm MFS Beretta	Switch Blade	

Items:	Wt.	Items:	Wt.	Items:	Wt.
Healing powder					
9mm ball * 12					

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 4)

Hit Points:	30	Level:	1	Critter:	Raider-Enforcer	XP: 100

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	5	**Action Points**	9	○ **Small Guns**	**57 %**	
Perception	8	**Carry Weight**	150	○ **Big Guns**	**36 %**	
Endurance	5	**Melee Damage**	1	○ Energy Weapons	16 %	
Charisma	4	**Bonus Damage**	0 %	○ Unarmed Combat	56 %	
Intelligence	5	**Damage Resist:**	0 %	○ Melee Weapons	46 %	
Agility	8	**Poison Resist**	25 %	○ Throwing	32 %	
Luck	5	**Radiation Resist**	10 %	○ First Aid	56 %	
Type:		**Sequence**	16	○ Doctor	13 %	
Armour / **DT** / **DR**		**Hit Points / Level**	5	○ **Sneak**	**44 %**	
Normal		**Skill Points / Level**	15	○ Lock Pick	26 %	
Energy		**Healing Rate**	1	○ Steal	24 %	
Fire		**Critical Chance**	5 %	○ Traps	26 %	
Gas		**Perk Rate**	3	○ Science	20 %	
Explode				○ Repair	15 %	
AC Bonus				○ Pilot	32 %	
Weight				○ Speech	25 %	
Armour Class:	8			○ Barter	16 %	
				○ Gambling	25 %	
				○ Outdoorsman	20 %	

Weapons used:	Weapon used:	Weapon used:
AK-47	Switch Blade	

Items:	Wt.	Items:	Wt.	Items:	Wt.
7.62mm * 50					

Hit Points:	15	Level:	1	Critter:	RadScorpion	XP: 80

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	5	**Action Points**	7	○ Small Guns	25 %	
Perception	4	**Carry Weight**	150	○ Big Guns	10 %	
Endurance	5	**Melee Damage**	1	○ Energy Weapons	10 %	
Charisma	2	**Bonus Damage**	0 %	○ **Unarmed Combat**	**70 %**	
Intelligence	4	**Damage Resist:**	65 %	○ Melee Weapons	40 %	
Agility	5	**Poison Resist**	50 %	○ Throwing	20 %	
Luck	3	**Radiation Resist**	60 %	○ First Aid	46 %	
Type:		**Sequence**	8	○ Doctor	8 %	
Armour / **DT** / **DR**		**Hit Points / Level**	5	○ **Sneak**	**35 %**	
Normal		**Skill Points / Level**	13	○ Lock Pick	19 %	
Energy		**Healing Rate**	1	○ Steal	15 %	
Fire		**Critical Chance**	3 %	○ Traps	19 %	
Gas		**Perk Rate**	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	18 %	
Weight				○ Speech	- %	
Armour Class:	5			○ Barter	8 %	
				○ Gambling	17 %	
				○ **Outdoorsman**	**38 %**	

Weapons used:	Weapon used:	Weapon used:

Items:	Wt.	Items:	Wt.	Items:	Wt.

Hit Points:	100 (MAX)	Level:	1	Critter:	Giant Rat	XP: 80

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	6	Action Points	7	○ Small Guns	25 %	
Perception	3	Carry Weight	175	○ Big Guns	10 %	
Endurance	5	Melee Damage	1	○ Energy Weapons	10 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**72 %**	
Intelligence	2	Damage Resist:	25 %	○ Melee Weapons	42 %	
Agility	5	Poison Resist	25 %	○ Throwing	20 %	
Luck	2	Radiation Resist	10 %	○ First Aid	40 %	
Type:		Sequence	6	○ Doctor	5 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**35 %**	
Normal		Skill Points / Level	9	○ Lock Pick	18 %	
Energy		Healing Rate	1	○ Steal	15 %	
Fire		Critical Chance	2 %	○ Traps	18 %	
Gas		Perk Rate	4	○ Science	8 %	
Explode				○ Repair	6 %	
AC Bonus				○ Pilot	16 %	
Weight				○ Speech	10 %	
Armour Class:	5			○ Barter	12 %	
				○ Gambling	10 %	
				○ **Outdoorsman**	**34 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	22	Level:	1	Critter:	Dog (1)	XP: 110

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	4	Action Points	8	○ Small Guns	29 %	
Perception	7	Carry Weight	125	○ Big Guns	12 %	
Endurance	5	Melee Damage	1	○ Energy Weapons	12 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**70 %**	
Intelligence	3	Damage Resist:	0 %	○ Melee Weapons	40 %	
Agility	6	Poison Resist	25 %	○ Throwing	24 %	
Luck	5	Radiation Resist	10 %	○ First Aid	50 %	
Type:		Sequence	14	○ Doctor	10 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**38 %**	
Normal		Skill Points / Level	11	○ Lock Pick	23 %	
Energy		Healing Rate	1	○ Steal	18 %	
Fire		Critical Chance	5 %	○ Traps	23 %	
Gas		Perk Rate	2	○ Science	12 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	26 %	
Weight				○ Speech	20 %	
Armour Class:	6			○ Barter	12 %	
				○ Gambling	21 %	
				○ **Outdoorsman**	**36 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	6	Level:	1	Critter:	Dog-nerf	XP: 110

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	4	Action Points	8	○ Small Guns	29 %	
Perception	7	Carry Weight	125	○ Big Guns	12 %	
Endurance	5	Melee Damage	1	○ Energy Weapons	12 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**70 %**	
Intelligence	3	Damage Resist:	0 %	○ Melee Weapons	40 %	
Agility	6	Poison Resist	25 %	○ Throwing	24 %	
Luck	5	Radiation Resist	10 %	○ First Aid	50 %	
Type:		Sequence	14	○ Doctor	10 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**38 %**	
Normal		Skill Points / Level	11	○ Lock Pick	23 %	
Energy		Healing Rate	1	○ Steal	18 %	
Fire		Critical Chance	5 %	○ Traps	23 %	
Gas		Perk Rate	2	○ Science	18 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	26 %	
Weight				○ Speech	20 %	
Armour Class:	3			○ Barter	12 %	
				○ Gambling	21 %	
				○ **Outdoorsman**	**36 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	10	Level:	1	Critter:	Giant Wasp	XP: 30

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	4	Action Points	7	○ Small Guns	25 %	
Perception	5	Carry Weight	125	○ Big Guns	10 %	
Endurance	3	Melee Damage	1	○ Energy Weapons	10 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**68 %**	
Intelligence	3	Damage Resist:	0 %	○ Melee Weapons	38 %	
Agility	5	Poison Resist	15 %	○ Throwing	20 %	
Luck	3	Radiation Resist	6 %	○ First Aid	46 %	
Type:		Sequence	10	○ Doctor	8 %	
Armour / DT / DR		Hit Points / Level	4	○ **Sneak**	**35 %**	
Normal		Skill Points / Level	11	○ Lock Pick	20 %	
Energy		Healing Rate	1	○ Steal	15 %	
Fire		Critical Chance	3 %	○ Traps	20 %	
Gas		Perk Rate	4	○ Science	12 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	20 %	
Weight				○ Speech	20 %	
Armour Class:	55			○ Barter	12 %	
				○ Gambling	15 %	
				○ **Outdoorsman**	**32 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 7)

Hit Points:	23	Level:	1	Critter:	Wolf	XP: 110

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	5	Action Points	9	○ Small Guns	37 %	
Perception	7	Carry Weight	150	○ Big Guns	16 %	
Endurance	5	Melee Damage	1	○ Energy Weapons	16 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**76 %**	
Intelligence	3	Damage Resist:	10 %	○ Melee Weapons	46 %	
Agility	8	Poison Resist	25 %	○ Throwing	32 %	
Luck	4	Radiation Resist	10 %	○ First Aid	52 %	
Type:		Sequence	14	○ Doctor	10 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**44 %**	
Normal		Skill Points / Level	11	○ Lock Pick	25 %	
Energy		Healing Rate	1	○ Steal	24 %	
Fire		Critical Chance	4 %	○ Traps	25 %	
Gas		Perk Rate	2	○ Science	12 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	30 %	
Weight				○ Speech	20 %	
Armour Class:	8			○ Barter	12 %	
				○ Gambling	18 %	
				○ **Outdoorsman**	**36 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	141	Level:	1	Critter:	Deathclaws	XP: 240

Primary Stats		Secondary Stats	Base	SKILLS	Base	
Strength	9	Action Points	9	○ Small Guns	41 %	
Perception	6	Carry Weight	250	○ Big Guns	18 %	
Endurance	6	Melee Damage	4	○ Energy Weapons	18 %	
Charisma	2	Bonus Damage	3 %	○ **Unarmed Combat**	**86 %**	
Intelligence	4	Damage Resist:	15 %	○ Melee Weapons	56 %	
Agility	9	Poison Resist	30 %	○ Throwing	36 %	
Luck	4	Radiation Resist	22 %	○ First Aid	50 %	
Type:		Sequence	12	○ Doctor	10 %	
Armour / DT / DR		Hit Points / Level	6	○ **Sneak**	**47 %**	
Normal		Skill Points / Level	13	○ Lock Pick	25 %	
Energy		Healing Rate	2	○ Steal	27 %	
Fire		Critical Chance	4 %	○ Traps	25 %	
Gas		Perk Rate	4	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	30 %	
Weight				○ Speech	15 %	
Armour Class:	9			○ Barter	8 %	
				○ Gambling	20 %	
				○ **Outdoorsman**	**40 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 8)

Hit Points:	120	Level:	1	Critter:	Deathclaws Baby	XP: 170

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	3	Action Points	7	○ Small Guns	21 %	
Perception	4	Carry Weight	100	○ Big Guns	8 %	
Endurance	6	Melee Damage	1	○ Energy Weapons	8 %	
Charisma	3	Bonus Damage	3 %	○ **Unarmed Combat**	**64 %**	
Intelligence	3	Damage Resist:	15 %	○ Melee Weapons	34 %	
Agility	4	Poison Resist	30 %	○ Throwing	16 %	
Luck	3	Radiation Resist	22 %	○ First Aid	44 %	
Type:		Sequence	8	○ Doctor	7 %	
Armour / DT / DR		Hit Points / Level	6	○ **Sneak**	**32 %**	
Normal		Skill Points / Level	11	○ Lock Pick	18 %	
Energy		Healing Rate	2	○ Steal	12 %	
Fire		Critical Chance	3 %	○ Traps	18 %	
Gas		Perk Rate	4	○ Science	12 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	16 %	
Weight				○ Speech	20 %	
Armour Class:	4			○ Barter	12 %	
				○ Gambling	15 %	
				○ **Outdoorsman**	**38 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	10	Level:	1	Critter:	Komodo Dragon	XP: 60

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	4	Action Points	7	○ Small Guns	25 %	
Perception	6	Carry Weight	125	○ Big Guns	10 %	
Endurance	3	Melee Damage	1	○ Energy Weapons	10 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**68 %**	
Intelligence	2	Damage Resist:	50 %	○ Melee Weapons	38 %	
Agility	5	Poison Resist	65 %	○ **Throwing**	**40 %**	
Luck	3	Radiation Resist	100 %	○ First Aid	46 %	
Type:		Sequence	12	○ Doctor	8 %	
Armour / DT / DR		Hit Points / Level	4	○ **Sneak**	**35 %**	
Normal		Skill Points / Level	9	○ Lock Pick	21 %	
Energy		Healing Rate	1	○ Steal	15 %	
Fire		Critical Chance	3 %	○ Traps	21 %	
Gas		Perk Rate	4	○ Science	8 %	
Explode				○ Repair	6 %	
AC Bonus				○ Pilot	22 %	
Weight				○ Speech	20 %	
Armour Class:	5			○ Barter	12 %	
				○ Gambling	13 %	
				○ Outdoorsman	10 %	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	13	Level:	1	Critter:	Small Cockroach	XP: 20

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	3	Action Points	8	○ Small Guns	29 %	
Perception	5	Carry Weight	100	○ Big Guns	12 %	
Endurance	5	Melee Damage	1	○ Energy Weapons	12 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**68 %**	
Intelligence	1	Damage Resist:	0 %	○ Melee Weapons	38 %	
Agility	6	Poison Resist	37 %	○ Throwing	24 %	
Luck	3	Radiation Resist	110 %	○ First Aid	42 %	
Type:		Sequence	10	○ Doctor	6 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**38 %**	
Normal		Skill Points / Level	7	○ Lock Pick	21 %	
Energy		Healing Rate	1	○ Steal	18 %	
Fire		Critical Chance	3 %	○ Traps	21 %	
Gas		Perk Rate	4	○ Science	4 %	
Explode				○ Repair	3 %	
AC Bonus				○ Pilot	22 %	
Weight				○ Speech	20 %	
Armour Class:	6			○ Barter	12 %	
				○ Gambling	11 %	
				○ **Outdoorsman**	**32 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	15	Level:	1	Critter:	Big Cockroach	XP: 90

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	3	Action Points	7	○ Small Guns	21 %	
Perception	4	Carry Weight	100	○ Big Guns	8 %	
Endurance	6	Melee Damage	1	○ Energy Weapons	8 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**64 %**	
Intelligence	3	Damage Resist:	50 %	○ Melee Weapons	34 %	
Agility	4	Poison Resist	55 %	○ **Throwing**	**36 %**	
Luck	3	Radiation Resist	112 %	○ First Aid	44 %	
Type:		Sequence	8	○ Doctor	7 %	
Armour / DT / DR		Hit Points / Level	6	○ **Sneak**	**32 %**	
Normal		Skill Points / Level	11	○ Lock Pick	18 %	
Energy		Healing Rate	2	○ Steal	12 %	
Fire		Critical Chance	3 %	○ Traps	18 %	
Gas		Perk Rate	4	○ Science	12 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	16 %	
Weight				○ Speech	20 %	
Armour Class:	9			○ Barter	12 %	
				○ Gambling	15 %	
				○ Outdoorsman	18 %	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 10)

Hit Points:	50	Level:	1	Critter:	Brahmin	XP: 60

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	4	Action Points	7	○ Small Guns	21 %	
Perception	2	Carry Weight	125	○ Big Guns	8 %	
Endurance	7	Melee Damage	1	○ Energy Weapons	8 %	
Charisma	3	Bonus Damage	0 %	○ **Unarmed Combat**	**66 %**	
Intelligence	3	Damage Resist:	25 %	○ Melee Weapons	36 %	
Agility	4	Poison Resist	35 %	○ Throwing	16 %	
Luck	3	Radiation Resist	14 %	○ First Aid	40 %	
Type:		Sequence	4	○ Doctor	5 %	
Armour / DT / DR		Hit Points / Level	6	○ **Sneak**	**32 %**	
Normal		Skill Points / Level	11	○ Lock Pick	16 %	
Energy		Healing Rate	2	○ Steal	12 %	
Fire		Critical Chance	3 %	○ Traps	16 %	
Gas		Perk Rate	4	○ Science	12 %	
Explode				○ Repair	9 %	
AC Bonus				○ Pilot	12 %	
Weight				○ Speech	20 %	
Armour Class:	4			○ Barter	12 %	
				○ Gambling	15 %	
				○ **Outdoorsman**	**40 %**	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:	36	Level:	1	Critter:	Tribal-melee	XP: 70

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	5	Carry Weight	200	○ Big Guns	14 %	
Endurance	7	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	5	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	4	Damage Resist:	0 %	○ **Melee Weapons**	**68 %**	
Agility	7	Poison Resist	35 %	○ Throwing	28 %	
Luck	5	Radiation Resist	14 %	○ First Aid	48 %	
Type:		Sequence	10	○ Doctor	9 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	21 %	
Normal		Skill Points / Level	13	○ Lock Pick	22 %	
Energy		Healing Rate	2	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	22 %	
Gas		Perk Rate	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	24 %	
Weight				○ Speech	25 %	
Armour Class:	7			○ Barter	20 %	
				○ Gambling	23 %	
				○ **Outdoorsman**	**42 %**	

Weapons used:		Weapon used:		Weapon used:	
Club					
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**
Healing Powder * 2					
Voodoo * 2					

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 11)

Hit Points:	36	Level:	1	Critter:	Tribal-HtH	XP: 60

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	5	Carry Weight	200	○ Big Guns	14 %	
Endurance	7	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	5	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	4	Damage Resist:	0 %	○ Melee Weapons	48 %	
Agility	7	Poison Resist	35 %	○ **Throwing**	**48 %**	
Luck	5	Radiation Resist	14 %	○ First Aid	48 %	
Type:		Sequence	14	○ Doctor	9 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	21 %	
Normal		Skill Points / Level	13	○ Lock Pick	22 %	
Energy		Healing Rate	2	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	22 %	
Gas		Perk Rate	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	24 %	
Weight				○ Speech	30 %	
Armour Class:	7			○ Barter	20 %	
				○ Gambling	23 %	
				○ **Outdoorsman**	**42%**	

Weapons used:	Weapon used:	Weapon used:
Punch dagger		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Healing powder * 3					
Voodoo					

Hit Points:	36	Level:	1	Critter:	Raider-HtH	XP: 70

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	5	Carry Weight	200	○ Big Guns	14 %	
Endurance	7	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	5	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	4	Damage Resist:	0 %	○ Melee Weapons	48 %	
Agility	7	Poison Resist	35 %	○ **Throwing**	**48 %**	
Luck	5	Radiation Resist	14 %	○ First Aid	48 %	
Type:		Sequence	10	○ Doctor	9 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	21 %	
Normal		Skill Points / Level	13	○ Lock Pick	22 %	
Energy		Healing Rate	2	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	22 %	
Gas		Perk Rate	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	24 %	
Weight				○ Speech	30 %	
Armour Class:	7			○ Barter	20 %	
				○ Gambling	23 %	
				○ **Outdoorsman**	**42 %**	

Weapons used:	Weapon used:	Weapon used:
Brass Knuckle		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Raider Armour					

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 12)

Hit Points:	36	Level:	1	Critter:	Tribal-Melee	XP: 70

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	5	Carry Weight	200	○ Big Guns	14 %	
Endurance	7	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	5	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	4	Damage Resist:	0 %	○ **Melee Weapons**	**68 %**	
Agility	7	Poison Resist	35 %	○ Throwing	28 %	
Luck	5	Radiation Resist	14 %	○ First Aid	48 %	
Type:		Sequence	10	○ Doctor	9 %	
Armour / DT / DR		Hit Points / Level	6	○ Sneak	21 %	
Normal		Skill Points / Level	13	○ Lock Pick	22 %	
Energy		Healing Rate	2	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	22 %	
Gas		Perk Rate	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	24 %	
Weight				○ Speech	30 %	
Armour Class:	7			○ Barter	20 %	
				○ Gambling	23 %	
				○ Outdoorsman	**42 %**	

Weapons used:	Weapon used:	Weapon used:
Club		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Healing Powder * 2					
Voodoo * 2					

Hit Points:	38	Level:	1	Critter:	Tribal-Range	XP: 70

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	Action Points	8	○ Small Guns	33 %	
Perception	8	Carry Weight	200	○ Big Guns	14 %	
Endurance	4	Melee Damage	2	○ Energy Weapons	14 %	
Charisma	4	Bonus Damage	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	5	Damage Resist:	0 %	○ Melee Weapons	48 %	
Agility	7	Poison Resist	20 %	○ **Throwing**	**48 %**	
Luck	5	Radiation Resist	8 %	○ First Aid	56 %	
Type:		Sequence	16	○ Doctor	13 %	
Armour / DT / DR		Hit Points / Level	5	○ **Sneak**	**41 %**	
Normal		Skill Points / Level	15	○ Lock Pick	25 %	
Energy		Healing Rate	1	○ Steal	21 %	
Fire		Critical Chance	5 %	○ Traps	25 %	
Gas		Perk Rate	3	○ Science	20 %	
Explode				○ Repair	15 %	
AC Bonus				○ Pilot	30 %	
Weight				○ Speech	25 %	
Armour Class:	7			○ Barter	16 %	
				○ Gambling	25 %	
				○ Outdoorsman	18 %	

Weapons used:	Weapon used:	Weapon used:
Festering Spear		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Festering Spear * 2					
Healing Powder					

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 13)

Hit Points:	35	Level:	1	Critter:	Tribal-Grenade	XP: 110

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	8	**Action Points**	8	○ Small Guns	29 %	
Perception	7	**Carry Weight**	225	○ Big Guns	12 %	
Endurance	6	**Melee Damage**	3	○ Energy Weapons	12 %	
Charisma	4	**Bonus Damage**	0 %	○ Unarmed Combat	68 %	
Intelligence	4	**Damage Resist:**	0 %	○ **Melee Weapons**	**44 %**	
Agility	6	**Poison Resist**	30 %	○ **Throwing**	**52 %**	
Luck	5	**Radiation Resist**	12 %	○ First Aid	11 %	
Type:		**Sequence**	14	○ Doctor	11 %	
Armour / **DT**	**DR**	**Hit Points / Level**	6	○ Sneak	18 %	
Normal		**Skill Points / Level**	13	○ Lock Pick	23 %	
Energy		**Healing Rate**	2	○ Steal	18 %	
Fire		**Critical Chance**	5 %	○ **Traps**	**43 %**	
Gas		**Perk Rate**	3	○ Science	16 %	
Explode				○ Repair	12 %	
AC Bonus				○ Pilot	26 %	
Weight				○ Speech	25 %	
Armour Class:	**6**			○ Barter	16 %	
				○ Gambling	23 %	
				○ Outdoorsman	20 %	

Weapons used:	Weapon used:	Weapon used:
Boom Bug		

Items:	Wt.	Items:	Wt.	Items:	Wt.
Boom Bug * 5					
Healing Powder					

Hit Points:	30	Level:	1	Critter:	Tribal-Inf-Range *	XP: 110

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength	7	**Action Points**	8	○ **Small Guns**	**53 %**	
Perception	8	**Carry Weight**	200	○ Big Guns	14 %	
Endurance	4	**Melee Damage**	2	○ Energy Weapons	14 %	
Charisma	4	**Bonus Damage**	0 %	○ **Unarmed Combat**	**78 %**	
Intelligence	4	**Damage Resist:**	0 %	○ Melee Weapons	48 %	
Agility	7	**Poison Resist**	20 %	○ **Throwing**	**48 %**	
Luck	5	**Radiation Resist**	8%	○ First Aid	56 %	
Type:		**Sequence**	16	○ Doctor	12 %	
Armour / **DT**	**DR**	**Hit Points / Level**	5	○ Sneak	21 %	
Normal		**Skill Points / Level**	15	○ Lock Pick	25 %	
Energy		**Healing Rate**	1	○ Steal	21 %	
Fire		**Critical Chance**	5 %	○ Traps	25 %	
Gas		**Perk Rate**	3	○ Science	20 %	
Explode				○ Repair	15 %	
AC Bonus				○ Pilot	30 %	
Weight				○ Speech	25 %	
Armour Class:	**7**			○ Barter	16 %	
				○ Gambling	25 %	
				○ Outdoorsman	18 %	

Weapons used:	Weapon used:	Weapon used:
“Hunting Rifle”	Festering Spear	

Items:	Wt.	Items:	Wt.	Items:	Wt.
Festering Spear					
“7.62 mm * 50”					
Healing Powder					

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that’s good right ????? (Page 14)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 15)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 16)

Hit Points:		Level:	1	Critter:		XP:

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength		Action Points		○ Small Guns	%	
Perception		Carry Weight		○ Big Guns	%	
Endurance		Melee Damage		○ Energy Weapons	%	
Charisma		Bonus Damage	0 %	○ Unarmed Combat	%	
Intelligence		Damage Resist:	0 %	○ Melee Weapons	%	
Agility		Poison Resist	%	○ Throwing	%	
Luck		Radiation Resist	%	○ First Aid	%	
Type:		Sequence		○ Doctor	%	
Armour	DT / DR	Hit Points / Level		○ Sneak	%	
Normal		Skill Points / Level		○ Lock Pick	%	
Energy		Healing Rate		○ Steal	%	
Fire		Critical Chance	%	○ Traps	%	
Gas		Perk Rate	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	Wt.	Items:	Wt.	Items:	Wt.

Hit Points:		Level:	1	Critter:		XP:

Primary Stats		Secondary Stats	Base	SKILLS	Base	Rank
Strength		Action Points		○ Small Guns	%	
Perception		Carry Weight		○ Big Guns	%	
Endurance		Melee Damage		○ Energy Weapons	%	
Charisma		Bonus Damage	0 %	○ Unarmed Combat	%	
Intelligence		Damage Resist:	0 %	○ Melee Weapons	%	
Agility		Poison Resist	%	○ Throwing	%	
Luck		Radiation Resist	%	○ First Aid	%	
Type:		Sequence		○ Doctor	%	
Armour	DT / DR	Hit Points / Level		○ Sneak	%	
Normal		Skill Points / Level		○ Lock Pick	%	
Energy		Healing Rate		○ Steal	%	
Fire		Critical Chance	%	○ Traps	%	
Gas		Perk Rate	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	Wt.	Items:	Wt.	Items:	Wt.

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 17)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 18)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 19)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 20)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 21)

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Hit Points:		Level:	1	Critter:		XP:
Primary Stats		**Secondary Stats**	Base	**SKILLS**	Base	Rank
Strength		**Action Points**		○ Small Guns	%	
Perception		**Carry Weight**		○ Big Guns	%	
Endurance		**Melee Damage**		○ Energy Weapons	%	
Charisma		**Bonus Damage**	0 %	○ Unarmed Combat	%	
Intelligence		**Damage Resist:**	0 %	○ Melee Weapons	%	
Agility		**Poison Resist**	%	○ Throwing	%	
Luck		**Radiation Resist**	%	○ First Aid	%	
Type:		**Sequence**		○ Doctor	%	
Armour / **DT**	**DR**	**Hit Points / Level**		○ Sneak	%	
Normal		**Skill Points / Level**		○ Lock Pick	%	
Energy		**Healing Rate**		○ Steal	%	
Fire		**Critical Chance**	%	○ Traps	%	
Gas		**Perk Rate**	3	○ Science	%	
Explode				○ Repair	%	
AC Bonus				○ Pilot	%	
Weight				○ Speech	%	
Armour Class:				○ Barter	%	
				○ Gambling	%	
				○ Outdoorsman	%	

Weapons used:		Weapon used:		Weapon used:	
Items:	**Wt.**	**Items:**	**Wt.**	**Items:**	**Wt.**

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that's good right ????? (Page 22)

Laser turret blocking the corridor! Quick jump on it and disarm it ! Hmmmmm that’s good right ????? (Page 23)