

An ability of 0 is average, -2 low, -4 abysmal, 3 is high, 5 is very high (maximum for beginning characters), 7+ is extreme.

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Birthdate

CONstitution

APPEARANCE

Very Easy	3	Very Hard	12	Hit someone	9
Easy	6	Extreme	15	Disarm/Stun	12
Hard	9	Near Impossible	18	Kill outright	15

10

	B	L	L	S	S	C
Head	0		5		10	
Guts	-1		4		9	
Chest	-2		3		8	5
Legs	-3		2		7	10
Arms	-4		1		6	↓

	B	B	L	L	S	C
	0	-1	-2	-3	-4	5
	5	4	3	2	1	10
	10	9	8	7	6	



Lack

WOUNDS (CON)

SANITY (WIL)

Lack

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On each Critical, roll 9+ on CON or WIL to survive
On first Severe Wound, roll 6+ CON or go knock out
On first Severe Sanity, roll 6+ WIL or lose your mind

Coppers	(\$1)		
Silvers	= 5c (\$5)		
Gold	= 20s (\$100)		

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Skill levels range from 1 to 10, 1 is beginner, 3 is good, 5 is professional (maximum for beginning characters), 7 is masterful, 9+ is among the very best of the world. If you do not have a skill you attempt to use, you get a -3. For combat, level 6+ is black belt.