

SE:20 Hope's Last Day

A character conversion for the adventure by Free League Publishing.

Copyright & Trademark

Alien is the registered trademark of Fox Entertainment and licensed to Free League Publishing. The author makes no claims of ownership over trademarks or copyright protected images used in this book. If you feel that your rights have been violated, please contact Randal Snyder Author@SunderedEpoch.org

Armor

Heavy Overalls



Armor Rating

BAR 3/TAR 3

Whole Body

Luxury

Beer



0.5 kg, -1 Stress,
Stamina T# 5, Fail: -1 Skills,
Fail 5: Intoxicated,
Fail 10: 2d6 Temp Damage

Luxury

Cigars



0.5 kg,
-1 Stress

Luxury

Hard Liquor



1 kg, -1 Stress,
Stamina T# 5, Fail: -1 Skills,
Fail 5: Intoxicated,
Fail 10: 2d6 Temp Damage

Survival

Water



1 kg, +1 Water Supply

Tools

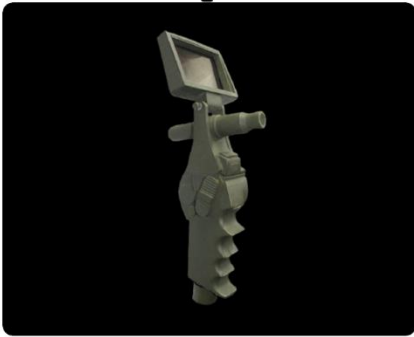
Basic Electronics Toolkit



1 kg,
Required for Electronics Repair

Weapon

Cutting Torch



Skill	SA	Glance
Melee	-2	3d6
1kg, Armor Piercing, Fire Damage		

Tools

Handheld Comlink



0.3 kg

Tool

Fire Extinguisher



4 kg,
Required to put out fires!

Tools

Freeze Spray



5 kg, Filled with cryopod fuel.
Weapon: SA +0 a2, Glance: 2d6
Cold Damage

Equipment

Power Cell



0.1 kg

Tool

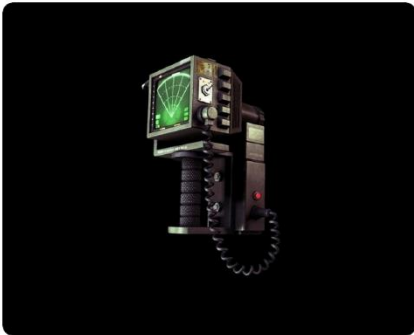
Medkit



Single-Use, 1 kg,
Required for mending wounds.

Tool

M316 Motion Tracker



3 kg,
MER: 5z Indoors, 10z Outdoors

Tools

Samani E-Series Watch



0.1 kg,
+1 Survivalist
Tracks time, oxygen, air pressure, and
other resources

Weapon

.357 Magnum Revolver



Skill	SA	Glance
Ranged	+0 sa	3d6 +4
3kg, MER 8, Semi-Auto		

Weapon

Armat M41A Pulse Rifle



Skill	SA	Glance
Ranged	+0 a3	4d6 +2
5kg, MER 20, Automatic, Armor Piercing		

Weapon

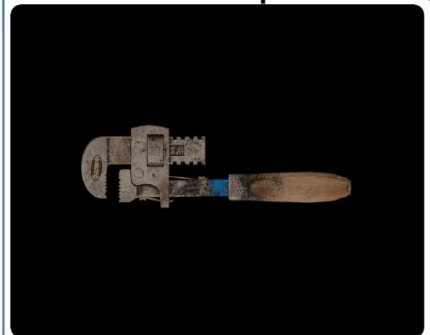
Armat Model 37A2 12 Gauge



Skill	SA	Glance
Ranged	+1 ss	3d6 +4
4kg, MER 8, Single-Shot, Buckshot: +2d6 Damage		

Weapon

Blunt Weapon



Skill	SA	Glance
Melee	-1 c	1d6 +1
1kg, Crush		

Weapon

Combat Knife



Skill	SA	Glance
-------	----	--------

Melee	0s/-2p	2d6 +1
-------	--------	--------

1kg, Finesse, Slash, Pierce

Weapon

Fire Axe



Skill	SA	Glance
-------	----	--------

Melee	+0 c/s	2d6c/3d6s +2
-------	--------	--------------

1kg, Crush, Slash, Two-Handed

Weapon

M4A3 Service Pistol



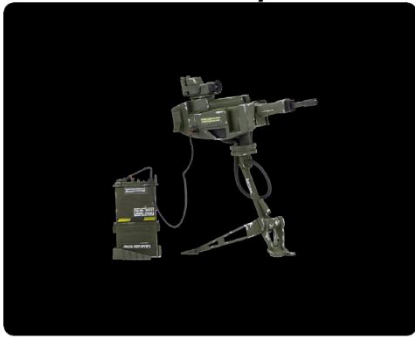
Skill	SA	Glance
-------	----	--------

Ranged	+0 sa	3d6 +2
--------	-------	--------

2kg, MER 6, Semi-Auto

Weapon

UA 571-C Sentry Turret



Skill	SA	Glance
-------	----	--------

Automated	6 a3	4d6 +2
-----------	------	--------

8kg, MER 20, Full Auto

Requires Tech T# 10 to use

Weapon

Watatsumi DV-303 Bolt Gun



Skill	SA	Glance
-------	----	--------

Ranged	+0 ss	4d6
--------	-------	-----

2kg, MER 2, Single Shot, Armor Piercing

2D6 ITEM FOUND

2 .357 Magnum (no reloads)

3 Fire ax (no bonus, Damage 2)

4 Fire extinguisher

5 Cutting torch (Power Supply D3)

6 Heavy tool (Bonus +1, Damage 1)

7 Pack of cigars

8 Medkit

9 Power cell (Power Supply D3)*

10 D3 sets of heavy work coveralls

(Armor Rating 3)

11 Motion tracker (Power Supply D3)

12 Incliner Unit

SE: 20 Alien Drone

Skills	SA	Stun Table		
Initiative	10	Stun Num.	12	2/-
Intimidate	11	2x	24	6/1
Magic Defense	0	3x	36	12/7
Melee Combat	11	4x	48	18/13
Moxie	0	Over x4	49+	20/15
Ranged Combat	10	Armor/TAR		
Ranged Defense	10	Natural Hide/8		
Stamina	7	Weapons/SA/Glance		
Stealth	10	Unarmed/1lc/ld6+7t		
Stun	7	Claw & Bite/1lsOp/ld6+7		
Acrobatics	10	Tail/1lsOp/2d6+7*		
Perception	8	*Wrecked		

Special Abilities/Notes

Medium: 2.4m, 150kg	Acid Blood: T# 15 or DMG, ld6
Vision: Darkvision	Glance per rnd until success
Fearless, Spider Climb,	Silent Assassin: Gain +ld6
Vulnerable: Fire	Control on Stealth
Immune: Cold	

SE: 20 Alien Drone



SE: 20 Alien Facehugger

Skills	SA	Stun Table		
Initiative	8	Stun Num.	7	2/-
Intimidate	0	2x	14	6/1
Magic Defense	0	3x	21	12/7
Melee Combat	6	4x	28	18/13
Moxie	0	Over x4	29+	20/15
Ranged Combat	2	Armor/TAR		
Ranged Defense	8	Natural Hide/2		
Stamina	1	Weapons/SA/Glance		
Stealth	8	Unarmed/6c/ld6t*		
Stun	2	*Bonus: Facehug		
Acrobatics	8			
Perception	8			

Special Abilities/Notes

Medium: 2.1m, 120kg	Acid Blood: T# 15 or DMG, ld6
Vision: Darkvision	Glance per rnd until success
Fearless, Spider Climb,	Facehug: Entangle. Next
Vulnerable: Fire	round, Stamina T# 15 or
Immune: Cold	Unconscious, Inceminate.

SE: 20 Alien Facehugger



SE: 20 Alien Scout

Skills	SA	Stun Table		
Initiative	8	Stun Num.	10	2/-
Intimidate	8	2x	20	6/1
Magic Defense	0	3x	30	12/7
Melee Combat	8	4x	40	18/13
Moxie	0	Over x4	41+	20/15
Ranged Combat	8	Armor/TAR		
Ranged Defense	8	Natural Hide/8		
Stamina	4	Weapons/SA/Glance		
Stealth	6	Unarmed/8c/ld6+4t		
Stun	5	Claw & Bite/8s7p/ld6+4		
Acrobatics	8	Tail/8s7p/2d6+4*		
Perception	10	*Wrecked		

Special Abilities/Notes

Medium: 2.1m, 120kg	Acid Blood: T# 15 or DMG, ld6
Vision: Darkvision	Glance per rnd until success
Fearless, Spider Climb,	
Vulnerable: Fire	
Immune: Cold	

SE: 20 Alien Scout



Personnel

Macwhirr, Officer



FULL NAME: Janice Macwhirr
JOB: CA Union Organizer
AGE: 42
PERSONALITY: Officious

Personnel

Hirsh, Ex- Marine



FULL NAME: Morgan Hirsch
JOB: Cleaner
AGE: 39
PERSONALITY: Religious

Personnel

Sigg, Scientist



FULL NAME: Sonny Sigg
JOB: Lab Technician
AGE: 29
PERSONALITY: Curious

Personnel

Singleton, Pilot



FULL NAME: Hannah Singleton
JOB: Tractor Driver
AGE: 32
PERSONALITY: Self-sufficient

Personnel

Holroyd, Roughneck



FULL NAME: John Holroyd
JOB: Mechanic
AGE: 30
PERSONALITY: Hard Working

Personnel

Kominskey, Scientist



FULL NAME: Theodora Kominskey
JOB: Lead Scientist
AGE: 41
PERSONALITY: Analytical

Personnel

Osterman, Roughneck



FULL NAME: Wes Osterman
JOB: Life Support Tech
AGE: 49
PERSONALITY: Slacker, Drunk

Name: Hannah Singleton

Species: Human

Occupation: Pilot, Tractor Driver

Age: 32

Height:

Eyes:

Sex: Female

Weight:

Hair:

Features:

Personality: Self-Sufficient, Reckless

Motivations: Company First

Background

You've stood on your own two feet for as long as you can remember. The only lesson your useless parents taught you was that life is hard, and you have to be harder. You want to advance by any means possible, and if that includes ignoring a few principles on the way, the so what? You have your Company orders, so pretend to like MacWhirr and pretend to dislike Hirsch.

Plot Hooks

Personal Agenda: You are a Weyland-Yutani sleeper agent. Holroyd is a Company android, but he doesn't know you are on the payroll. He's suspected of disobeying company orders, so keep an eye on him. Also, news of this outbreak cannot be allowed to leak, even if that means putting an end to any of your "friends" that try to escape.

Reputation

Reckless

Notes

Reckless: You can add +1d6 Control to any Agility based skill check, but doing so adds +1 Stress.



Name: Hannah Singleton

Encumbrance

Normal: 49

Burdened: 98

Maximum: 147

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Toy Dinosaur

0.3

Motion Tracker

2

Motion Tracker Power (5)

2.5

Combat Load

Other Gear

Count

Kg

Contacts

Ally: MacWhirr

Rival: Hirsh

Total Carried

Name: Janice Macwhirr

Species: Human

Occupation: Officer, Union Organizer

Age: 42

Height:

Eyes:

Sex: Female

Weight:

Hair:

Features:

Personality: Officious, Pull Rank

Motivations: Revenge!

Background

You are the colonial administration unit organizer here on LV-426 and take your responsibilities seriously. Naturally, you expect your workers to do the same. It's hard enough with the Weyland-Yutani bastards breathing down your neck, but if you don't get help from the workers, what hope is there? At least some, like Singleton, are supportive, although you'd sack Hirsch and Holroyd if you could.

Plot Hooks

Agenda: You don't show it, but you love the people of Hadley's Hope. Now your friends are dying, and you must take revenge on the corporates for causing this crisis. Agent Reynolds and her science lackey Kominsky must pay for their crimes.

Reputation

Pull Rank

Notes

Pull Rank: You can add +1d6 Control to any Intimidation check to force characters in your organization to follow your orders. Roll Intimidation vs. Moxie. On a success, the character must do as ordered. Using this ability adds +2 Stress to everyone in the area.



Name: Janice Macwhirr

Encumbrance

Normal: 25

Burdened: 50

Maximum: 75

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Company ID Badge

0.3

Combat Load

Other Gear

Count

Kg

Total Carried

Contacts

Ally - Singleton

Rival, Hirsh

Name: John Holroyd (Synthetic)

Species: Synthetic

Occupation: Roughneck, Mechanic

Age: 30 (appears)

Height:

Eyes:

Sex: Male

Weight:

Hair:

Features:

Personality: Hard-Working, Resilient

Motivations: Protect People, Cover Up

Background

You are a Weyland-Yutani android. You've been on LV-426 for two years now, and you're a technician known for getting on with things without complaining. You try to get along with everybody and overall that works fine. However, you think Sigg spends too much time griping and not enough working, and for some reason MacWhirr disliked you.

Plot Hooks

Personal Agenda: You know about the alien ship and why Miranda is here. You should cover it up, but you feel a terrible responsibility for what is happening. You must do everything you can to save your comrades, including sacrificing yourself, if need be.

Reputation

Resilient

Notes

Resilient: Every time this character takes damage, reduce the damage as if it had Natural Armor 4.



Name: John Holroyd (Synthetic)

Encumbrance

Normal: 144

Burdened: 228

Maximum: 432

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Combat Load

Other Gear

Count

Kg

Total Carried

Contacts

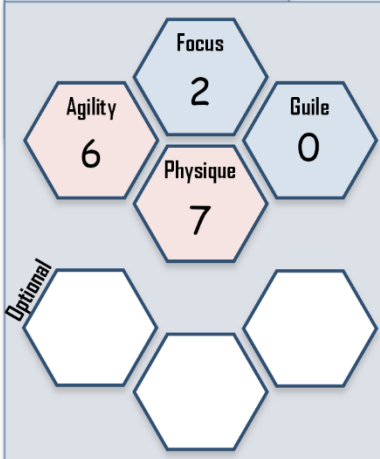


Name: John Holroyd (Synthetic)

CP: 60 Heroic

MP: 20

Attributes



Combat Variables



Stun Check

	SN	T#/KO
Stun SA +5	14	2/--
SN x2	28	6/1
SN x3	42	12/7
SN x4	56	18/13
Over x4	57+	20/15

Stun Time

Missed By	Time
1-4	1 Rnd
5-9	1 Min
10-14	10 Min
15-18	1 Hr
19	12 Hr

Skills

Skills	SP	SA
Initiative (agility/guile)	2	8
Intimidate (physique/guile)	0	7
Magic Defense (focus/guile)	0	2
Melee Combat (physique)	0	7
Moxie (guile)	2	2
Ranged Combat (agility)	2	8
Ranged Defense (agility)	2	8
Stamina (physique)	2	9
Stealth (agility)	2	8
Stun (physique/guile)	2	9
Culture (focus)	0	2
Driving (agility)	0	6
Tech (focus)	6	8
Acrobatics (agi/phy)	2	9
Mechanical (agi/foc)	6	12
Medical Aid (agi/foc)	2	8
Survivalist (foc/gui)	2	4

Damage

Total Armor (4) Combat Damage

Stress Temp Damage Lethal Damage

Conditions

--

Armor

1d20		BAR	Kg
1	Head		
2	Face		
3-5	Chest		
6-8	Abdomen		
9/10	Arms L/R	/	
11/12	F-Arms L/R	/	
13-16	Thighs L/R	/	
17/18	Shins L/R	/	
19 Item	20 Vitals	Natural Armor 4	Total:

Weapons

	SA	Glance	Kg
1 Unarmed	7c	1d6 +7	
Notes: Temp Damage, Crush: If Glance Die rolls 6, Opponent rolls Stun			
2			
Notes:			
3			
Notes:			
4			
Notes:			
5			
Notes:			

Name: Morgan Hirsch

Species: Human

Occupation: Ex-marine, Cleaner

Age: 39

Height:

Eyes:

Sex: Male

Weight:

Hair:

Features:

Personality: Religious, Banter

Motivations: Holy Warrior

Background

You've been cleaning up Hadley's Hope since day one and have seen and done it all. When you went AWOL from the Colonial Marines and hiding here ages ago, you knew Hadley's Hope would be your home for the rest of your life. The only down side is MacWhirr. She's your boss and never lets you forget it. Although the young Singleton doesn't like you much either.

Plot Hooks

Personal Agenda: Some people fight inner demons - you've been sent these creatures to test your faith in God. Light 'em up and show the devil who's boss.

Reputation

Banter

Notes

Banter: After combat you can engage in friendly banter that reduces the stress of all characters present by 1d6.



Name: Morgan Hirsch

Encumbrance

Normal: 81

Burdened: 162

Maximum: 243

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Cross Necklace

0

Cutting Torch

2

Cutting Torch Fuel

3

Combat Load

Other Gear

Count

Kg

Contacts

Ally: Sigg

Rival: MacWhirr

Total Carried

Attributes

Agility	0	Guile	0
Focus	0	Physique	4
Optional			

Combat Variables

Initiative	2	Magic T#	10	Size T#	10	Ranged T#	16
Movement	5z	Melee T#	20	Criticals	36/54	Max Dmg	180
Glance	+4	Endurance	9				

Stun Check

SN	T#/KO
Stun SA +5	13 / 2/--
SN x2	26 / 6/1
SN x3	39 / 12/7
SN x4	52 / 18/13
Over x4	53+ / 20/15

Stun Time

Missed By	Time
1-4	1 Rnd
5-9	1 Min
10-14	10 Min
15-18	1 Hr
19	12 Hr

Skills

	SP	SA
Initiative (agility/guile)	2	2
Intimidate (physique/guile)	0	4
Magic Defense (focus/guile)	0	0
Melee Combat (physique)	6	10
Moxie (guile)	2	2
Ranged Combat (agility)	4	4
Ranged Defense (agility)	6	6
Stamina (physique)	4	8
Stealth (agility)	2	2
Stun (physique/guile)	4	8
Culture (focus)	2	2
Driving (agility)	4	4
Tech (focus)	2	2
Acrobatics (agi/phy)	2	2
Mechanical (agi/foc)	2	2
Survivalist (foc/gui)	2	2

Damage

Total Armor		Combat Damage	
Stress		Temp Damage	Lethal Damage

Conditions

--

Armor

1d20		BAR	Kg
1	Head		
2	Face		
3-5	Chest		
6-8	Abdomen		
9/10	Arms L/R	/	
11/12	F-Arms L/R	/	
13-16	Thighs L/R	/	
17/18	Shins L/R	/	
19 Item	20 Vitals	Total:	

Weapons

	SA	Glance	Kg
1 Unarmed	10c	1d6 +4	
Notes:	Temp Damage, Crush: If Glance Die rolls 6, Opponent rolls Stun		
2			
Notes:			
3			
Notes:			
4			
Notes:			
5			
Notes:			

Name: Sonny Sigg

Species: Human

Occupation: Scientist, Lab Tech

Age: 29

Height:

Eyes:

Sex: Female

Weight:

Hair:

Features:

Personality: Curious, Analysis

Motivations: Get Specimen, Escape

Background

You love your job as a lab technician, then those Weyland-Yutani inspection team scientists show up and treat you with thinly disguised contempt. Hadley's Hope is just a way station for you before moving on to bigger and better things. You like Hirsch as he has an open mind, but MacWhirr acts as if she owns the place, and you.

Plot Hooks

Personal Agenda: That Weyland-Yutani inspection team won't be so snooty if you can leapfrog them and get an alien to the Company first. You just need to get a live specimen and get off LV-426 alive. Who will be laughing then?

Reputation

Analysis

Notes

Analysis: Gain +1d6 Control when inspecting unusual objects, creatures, etc.



Name: Sonny Sigg

Encumbrance

Normal: 9

Burdened: 18

Maximum: 27

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Lab Coat

Medkit

--

4

Combat Load

Other Gear

Count

Kg

Contacts

Ally: Hirsh

Rival: MacWhirr

Total Carried

Attributes

Focus	2	Guile	2
Agility	2	Physique	-2
Optional			

Combat Variables

Initiative	6	Size T#	10	Ranged T#	16
Magic T#	10	Melee T#	10		
Movement	2z	Criticals	12/18	Max Dmg	60
Glance	-2	Endurance	3		

Stun Check

	SN	T#/KO
Stun SA +5	3	2/--
SN x2	6	6/1
SN x3	9	12/7
SN x4	12	18/13
Over x4	13+	20/15



Stun Time

Missed By	Time
1-4	1 Rnd
5-9	1 Min
10-14	10 Min
15-18	1 Hr
19	12 Hr

Skills

	SP	SA
Initiative (agility/guile)	4	6
Intimidate (physique/guile)	2	4
Magic Defense (focus/guile)	0	2
Melee Combat (physique)	0	-2
Moxie (guile)	2	4
Ranged Combat (agility)	0	2
Ranged Defense (agility)	4	6
Stamina (physique)	0	-2
Stealth (agility)	4	6
Stun (physique/guile)	0	-2
Culture (focus)	2	4
Driving (agi)	2	4
Tech (foc)	8	10
BS Meter (foc/gui)	4	6
Perception (foc)	6	8
Medical Aid (agi/foc)	6	8

Damage

Total Armor		Combat Damage	
Stress		Temp Damage	
		Lethal Damage	

Conditions

--

Armor

1d20		BAR	Kg
1	Head		
2	Face		
3-5	Chest		
6-8	Abdomen		
9/10	Arms L/R	/	
11/12	F-Arms L/R	/	
13-16	Thighs L/R	/	
17/18	Shins L/R	/	
19 Item	20 Vitals	Total:	

Weapons

	SA	Glance	Kg
1 Unarmed	-2c	1d6 -2	
Notes: Temp Damage, Crush: If Glance Die rolls 6, Opponent rolls Stun			
2			
Notes:			
3			
Notes:			
4			
Notes:			
5			
Notes:			

Species: Human

Occupation: Scientist

Age: 41

Height:

Eyes:

Sex: Female

Weight:

Hair:

Features:

Personality: Analysis

Motivations: Self-Preservation

Background

Kominskey has been lead scientist on Miranda's corporate team for years. Even though she was initially kept in the dark over the situation on LV-426, she was fully supportive when she finally found out. She hadn't believed in the stories and now they have come true she cannot cope.

Plot Hooks**Reputation**

Analysis

Notes

Analysis: Gain +1d6 Control when inspecting unusual objects, creatures, etc.

Encumbrance

Normal: 9

Burdened: 18

Maximum: 27

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Combat Load

Other Gear

Count

Kg

Total Carried

Contacts

Ally:

Rival:

Attributes

Agility 2, Focus 4, Guile 0, Physique -2. Three empty hexagons labeled 'Optional'.

Combat Variables

Initiative 2, Size T# 10, Magic T# 14, Ranged T# 12, Movement 4z, Melee T# 12, Criticals 12/18, Max Dmg 60, Glance -2, Endurance 3. Two empty hexagons.

Stun Check

	SN	T#/KO
Stun SA +5	5	2/--
SN x2	10	6/1
SN x3	15	12/7
SN x4	20	18/13
Over x4	21+	20/15

Stun Time

Missed By	Time
1-4	1 Rnd
5-9	1 Min
10-14	10 Min
15-18	1 Hr
19	12 Hr

Skills

	SP	SA
Initiative (agility/guile)	0	2
Intimidate (physique/guile)	2	2
Magic Defense (focus/guile)	0	4
Melee Combat (physique)	0	-2
Moxie (guile)	0	0
Ranged Combat (agility)	0	2
Ranged Defense (agility)	0	2
Stamina (physique)	0	0
Stealth (agility)	0	2
Stun (physique/guile)	2	0
Culture (focus)	2	6
Driving (agi)	4	6
Tech (foc)	6	10
Acrobatics	0	2
Perception	4	8
Medical Aid	6	10

Damage

Total Armor Combat Damage

Stress Temp Damage

Lethal Damage

Conditions

Armor

1d20		BAR	Kg
1	Head		
2	Face		
3-5	Chest		
6-8	Abdomen		
9/10	Arms L/R	/	
11/12	F-Arms L/R	/	
13-16	Thighs L/R	/	
17/18	Shins L/R	/	
19 Item	20 Vitals	Total:	

Weapons

	SA	Glance	Kg
1 Unarmed	-2c	1d6 -2	
Notes: Temp Damage, Crush: If Glance Die rolls 6, Opponent rolls Stun			
2			
Notes:			
3			
Notes:			
4			
Notes:			
5			
Notes:			

Species: Human

Occupation: Roughneck

Age: 49

Height:

Eyes:

Sex: Male

Weight:

Hair:

Features:

Personality: Resilient

Motivations:

Background

Osterman's new life at Hadley's Hope is his last chance, given how hard he's found it to hold down a solid job. He maintains heating systems for a living. When ordered back to his quarters he displayed the same lack of discipline that's hounded him his entire life and said, "Damn it, I'm going to Billy's Bar for a drink!"

Plot Hooks**Reputation**

Resilient

Notes

Resilient: Every time this character takes damage, reduce the damage as if it had Natural Armor 4.



Name: Wess Osterman (NPC)

Encumbrance

Normal: 49

Burdened: 98

Maximum: 147

Wealth

Cash:

Notes

Combat Gear

Count

Kg

Weapons

Armor

Combat Load

Other Gear

Count

Kg

Total Carried

Contacts

Ally:

Rival:

Attributes

Agility: 0
Focus: 2
Guile: 0
Physique: 2

Optional: [Empty Hexagon] [Empty Hexagon] [Empty Hexagon]

Combat Variables

Initiative: 2
Movement: 4z
Glance: +2
Endurance: 7
Size T#: 10
Magic T#: 12
Criticals: 28/42
Melee T#: 16
Max Dmg: 140
Ranged T#: 10

Stun Check

SN	T#/KO
Stun SA +5: 11	2/--
SN x2: 22	6/1
SN x3: 33	12/7
SN x4: 44	18/13
Over x4: 45+	20/15

Stun Time

Missed By	Time
1-4	1 Rnd
5-9	1 Min
10-14	10 Min
15-18	1 Hr
19	12 Hr

Skills

	SP	SA
Initiative (agility/guile)	2	2
Intimidate (physique/guile)	0	2
Magic Defense (focus/guile)	0	2
Melee Combat (physique)	4	6
Moxie (guile)	0	0
Ranged Combat (agility)	0	0
Ranged Defense (agility)	0	0
Stamina (physique)	4	6
Stealth (agility)	2	2
Stun (physique/guile)	4	6
Culture (focus)	2	4
Driving (agi)	6	6
Tech (foc)	4	6
Acrobatics (agi/phy)	2	4
Persuasion (gui)	2	2

Damage

Total Armor:

Stress:

Combat Damage:

Temp Damage:

Lethal Damage:

Armor

1d20		BAR	Kg
1	Head		
2	Face		
3-5	Chest		
6-8	Abdomen		
9/10	Arms L/R	/	
11/12	F-Arms L/R	/	
13-16	Thighs L/R	/	
17/18	Shins L/R	/	
19 Item	20 Vitals	Natural Armor 4	Total: <input type="text"/>

Weapons

	SA	Glance	Kg
1 Unarmed	6c	1d6 +2	
Notes: Temp Damage, Crush: If Glance Die rolls 6, Opponent rolls Stun			
2			
Notes:			
3			
Notes:			
4			
Notes:			
5			
Notes:			