

## CORPS™ Combat Summary

Name	ARMOR					Melee Defense				Offense/Dmg		Dmg Mult	Damage Taken				
	Head	Chest	Abd	Arms	Legs	BaseDef	+Dodge	+Block	+Both	Punch	Kick		Head	Chest	Abd	Arms	Legs
Barbarian	2/4	2/4	2/4	2/4	2/4	2	8	8	8	6/2	6/2	1	::::	::::	::::	::::	::::
Crazed Pilot	0/0	0/0	0/0	0/0	0/0	2	5	5	5	3/1	3/2	1	::::	::::	::::	::::	::::
Cyborg	1/1	19/4	19/4	1/1	1/1	2	7	7	7	5/3	5/4	0.8	::::	::::	::::	::::	::::
Journalist	0/0	0/0	0/0	0/0	0/0	1	2	2	2	1/1	1/1	1	::::	::::	::::	::::	::::
Private Investigator	0/0	2/3	2/3	0/0	0/0	1	4	4	4	3/1	3/2	1	::::	::::	::::	::::	::::
Retired Academic	0/0	0/0	0/0	0/0	0/0	1	4	4	4	3/1	3/2	1	::::	::::	::::	::::	::::
Rogue	0/0	0/0	0/0	0/0	0/0	2	6	6	6	4/1	4/2	1	::::	::::	::::	::::	::::
Werewolf	0/0	5/5	5/5	0/0	0/0	1	6	6	6	7/1	5/2	1	::::	::::	::::	::::	::::

Name	Combat Skills
Barbarian	Projectile Weapons 3, Melee Weapons 6, Sword 9, Unarmed combat 6
Crazed Pilot	Projectile Weapons 2, Unarmed combat 3
Cyborg	Projectile Weapons 4, Pistols 6, Melee Weapons 4, Martial Arts 5, Martial Arts Lethal blow 6
Journalist	Projectile Weapons 1, Unarmed combat 1
Private Investigator	Projectile Weapons 3, Pistols 4, Unarmed combat 3
Retired Academic	Projectile Weapons 1, Unarmed combat 3
Rogue	Projectile Weapons 3, Unarmed combat 4, Melee Weapons 3
Werewolf	Projectile Weapons 1, Unarmed combat 5, Claws 7

Name	Ads and Disads
Barbarian	Pain Tolerance, Luck (good), Overconfidence
Crazed Pilot	Keen eyesight
Cyborg	Implant Armor, Toughness, Pain Tolerance
Werewolf	Pain Tolerance, Trick -- Can scare off most dogs with a stare, Aggressive, Lethal Vulnerability -- Silver

Name	Weapons
Barbarian	Broadsword: Skill: 9, Damage: lethal(c/p), DV: 5/4, Initiative mod.: -2/-2, Length: 4, Size: 5, AV: 10; Bow (STR 6): Skill: 3, DV: 4, Initiative mod: +0, Range mod: 2, Size: 9, Extra clip: .1, RoF: 1, Clip: 1i, AV: 4; Hunting knife: Skill: 6, Damage: lethal(c/p), DV: 3/2, Initiative mod.: +0/+0, Length: 2, Size: 1, AV: 4
Crazed Pilot	Glock 19: Skill: 2, Caliber: 9mm, DV: 6, Initiative mod: +1, Range mod: 2, Size: 3, Extra clip: .3, RoF: 4, Clip: 17c, AV: 5
Cyborg	Beretta 93R: Skill: 6, Caliber: 9mm, DV: 7, Initiative mod: +0, Range mod: 2, Size: 3(6), Extra clip: .3, RoF: 6, Clip: 20c, AV: 6; Brass knuckles: Skill: 2, Damage: comb.(b), DV: 2, Initiative mod.: +0, Length: 1, Size: 1, AV: 4; PolSci CQuel (stun): Skill: 6, Caliber: 5mm, DV: 5, Initiative mod: +2, Range mod: 0, Size: 1, Extra clip: .1, RoF: 12, Clip: 300c, AV: 2; Sap glove: Skill: 2, Damage: non-lethal(b), DV: 3, Initiative mod.: +0, Length: 1, Size: 1, AV: 2; Uzi: Skill: 4, Caliber: 9mm, DV: 7, Initiative mod: +0, Range mod: 2, Size: 8(11), Extra clip: .6, RoF: 10, Clip: 32c, AV: 6
Private Investigator	Government .45: Skill: 4, Caliber: .45 ACP, DV: 4, Initiative mod: +1, Range mod: 1, Size: 3, Extra clip: .3, RoF: 4, Clip: 7c, AV: 7
Retired Academic	Walther P-38: Skill: 1, Caliber: 9mm, DV: 6, Initiative mod: +1, Range mod: 2, Size: 3, Extra clip: .2, RoF: 4, Clip: 8c, AV: 6
Rogue	Calico M-950: Skill: 3, Caliber: 9mm, DV: 7, Initiative mod: +0, Range mod: 2, Size: 7, Extra clip: 1.6, RoF: 4, Clip: 100c, AV: 6; Switchblade: Skill: 3, Damage: lethal(c/p), DV: 2/1, Initiative mod.: +0/+0, Length: 2, Size: 1, AV: 4
Werewolf	Remington 870: Skill: 1, Caliber: 12ga, DV: 10, Initiative mod: +0, Range mod: 2, Size: 13, RoF: 2, Clip: 7i, AV: 8; Hunting knife: Skill: 1, Damage: lethal(c/p), DV: 2/1, Initiative mod.: +0/+0, Length: 2, Size: 1, AV: 4; Hand axe: Damage: lethal(c), DV: 3, Initiative mod.: -1, Length: 3, Size: 4, AV: 8/2