



Use this matrix to determine your character's level of ability for:

Index Number	Strength		Speed		Stealth		Weapon Handling		
	Break Through Doors, Etc.	Knock Unconscious	Total Actions	Special Actions	Sneak	Concealment/ Camouflage	Reloading	Single Shots	Bolt-Action Rifle Shot
1-3	19	20	1	4	19	16	4	1	4
4-6	16	17	1	4	16	14	3	1	4
7-9	13	14	2	3	13	12	3	1	3
10-12	10	11	3	3	10	10	2	2	3
13-15	7	8	4	2	7	8	2	2	2
16-19	4	5	5	2	4	6	1	2	2
20	1	2	6	1	1	4	0	3	1

- 1) For each of the four abilities above, roll a six sided die five times.
- 2) Discard the 2 lowest numbers and add the remaining 3 numbers together. This is the *ability index number*.
- 3) Match the *ability index number* with the appropriate number range on the left. For example if the *ability index number* for “**Strength**” is 11 then obviously that falls in the 10-12 range.
- 4) Find the *general ability number* on that row (10-12) beneath each ability sub-category. In this example the general ability number for “**Break Through Doors, Etc,**” would be 10. The general ability number for “**Knock Unconscious**” would be 11.
- 5) Write these numbers in the corresponding blanks on the Character Sheet.
- 6) Repeat these steps for “**Speed**”, “**Stealth**”, and “**Weapons Handling**”.