

# CHARMEL

## STRENGTH

| Score | Modifier to hit, damage, and forcing doors* |          |
|-------|---------------------------------------------|----------|
|       | Score                                       | Modifier |
| 3     | -3                                          |          |
| 4-5   | -2                                          |          |
| 6-8   | -1                                          |          |
| 9-12  | 0                                           |          |
| 13-15 | +1                                          |          |
| 16-17 | +2                                          |          |
| 18    | +3                                          |          |
| 19    | +3 (+4 damage)                              |          |
| 20    | +4                                          |          |
| 21    | +4 (+5 damage)                              |          |

\* All hits will do a minimum of 1 hit point of damage. Adjustments to hit and damage only applies to hand-to-hand combat.

## DEXTERITY

| Score | Missile Armour Class |          | Attack |           | Optional Initiative |            |
|-------|----------------------|----------|--------|-----------|---------------------|------------|
|       | Score                | Modifier | Score  | Modifier* | Score               | Modifier** |
| 3     | +3                   |          | -3     |           | -2                  |            |
| 4-5   | +2                   |          | -2     |           | -1                  |            |
| 6-8   | +1                   |          | -1     |           | -1                  |            |
| 9-12  | 0                    |          | 0      |           | 0                   |            |
| 13-15 | -1                   |          | +1     |           | +1                  |            |
| 16-17 | -2                   |          | +2     |           | +1                  |            |
| 18    | -3                   |          | +3     |           | +2                  |            |
| 19    | -4                   |          | +3     |           | +2                  |            |
| 20    | -4                   |          | +4     |           | +3                  |            |
| 21    | -5                   |          | +4     |           | +3                  |            |

\* These modifiers only apply to hit, not to damage.

\*\* These adjustments are applied if the optional individual initiative rules are used.

## INTELLIGENCE

| Score | Technology Roll Modifier |          |
|-------|--------------------------|----------|
|       | Score                    | Modifier |
| 3     | -15%                     |          |
| 4-5   | -10%                     |          |
| 6-8   | -5%                      |          |
| 9-12  | 0                        |          |
| 13-15 | +5%                      |          |
| 16-17 | +10%                     |          |
| 18    | +15%                     |          |
| 19    | +20%                     |          |
| 20    | +25%                     |          |
| 21    | +30%                     |          |

## CHARISMA

| Score | Reaction Adjustment |            | Number of Retainers |           | Retainer Morale |        |
|-------|---------------------|------------|---------------------|-----------|-----------------|--------|
|       | Score               | Adjustment | Score               | Retainers | Score           | Morale |
| 3     | +2                  |            | 1                   |           | 4               |        |
| 4-5   | +1                  |            | 2                   |           | 5               |        |
| 6-8   | +1                  |            | 3                   |           | 6               |        |
| 9-12  | 0                   |            | 4                   |           | 7               |        |
| 13-15 | -1                  |            | 5                   |           | 8               |        |
| 16-17 | -1                  |            | 6                   |           | 9               |        |
| 18    | -2                  |            | 7                   |           | 10              |        |
| 19    | -2                  |            | 8                   |           | 10              |        |
| 20    | -3                  |            | 9                   |           | 11              |        |
| 21    | -3                  |            | 10                  |           | 11              |        |

## CONSTITUTION

| Score | Poison Saving Throw Adjustment |            | Radiation Saving Throw Adjustment |            |
|-------|--------------------------------|------------|-----------------------------------|------------|
|       | Score                          | Adjustment | Score                             | Adjustment |
| 3     | -2                             |            | -3                                |            |
| 4-5   | -1                             |            | -2                                |            |
| 6-8   | 0                              |            | -1                                |            |
| 9-12  | 0                              |            | 0                                 |            |
| 13-15 | 0                              |            | 0                                 |            |
| 16-17 | 0                              |            | 0                                 |            |
| 18    | 0                              |            | 0                                 |            |
| 19    | +1                             |            | 0                                 |            |
| 20    | +2                             |            | +1                                |            |
| 21    | +3                             |            | +2                                |            |

