

**Hit Points:**  $100 + 2D6 \times 10$  (base) +  $3D6$  per level of experience.

**S.D.C.:**  $1D6 \times 100$

**Horror Factor:** Ranges from 12 to 16

**P.P.E.:**  $2D4 \times 100$  (base) + 20 per level of experience.