

Human

The most adaptable of all civilized races, Humans strive to build and expand, reaching above and beyond their current means. Unfortunately, this drive to succeed often puts them in direct conflict with both the other races of the world and even other Humans during the course of their lives. Humans live an average of 85 years, although some exceptional individuals may live to see 100 years of age.

Appearance: Humans come in a wide variety of body shapes, sizes, and colors of skin. Human males stand around 5' 10" in height, with females generally ranging 8 inches shorter.

Special Abilities:

- Profession Adaptability
- Bonus Skill Ranks
- Skill Specialization

Stat Modifiers:

Strength	*	Self-Dicipline	*
Constitution	*	Reasoning	*
Agility	*	Insight	*
Quickness	*	Presence	*

Resistance Bonuses:

Stamina	+10
Will	+10

Miscellaneous:

Endurance	+30
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* = divide 8 points to racial Stats bonuses. No Stat may have greater than +3 or lesser than +0 racial bonus.

Cultures

Skill	Industrial						Third World					
	Urban			Rural			Urban			Rural		
	High	Med	Low	High	Med	Low	High	Med	Low	High	Med	Low
▪ Resistance: Stamina	2	2	2	2	2	1	2	1				
▪ Linguistics*	2	2	1	2	1		2	2	1	2		
▪ Trading	2	1		1			1			1		
▪ Horticulture				1	2	2			3	2	2	3
▪ Animal Handling					1	1					1	1
▪ Appraisal	2			2			2			2		
▪ Climbing			1	1	1	1			1		2	2
▪ Crafts*	1	2	3	1	2	2	2	3	3	3	3	3
▪ Endurance	1	1	2	1	1	2	1	2	2	2	2	2
▪ Healing	1	1	1	1	1	1	1	1	1	1	1	
▪ Jumping	1	1	1	1	1	1	1	1	1	1	1	1
▪ Mundane Lore (Region)	2	2	2	2	2	2	2	2	2	2	2	2
▪ Mundane Lore*	2	2	1				2	2				
▪ Perception	1	1	1	1	1	1	1	1	1	1	1	1
▪ Riding*						1				2	1	1
▪ Stalking & Hiding	1	1	1	1	1	1	1	1	1		1	1
▪ Swimming	1	1	1	1	1	1	1	1	1	1	1	1
▪ Tracking						1					1	1
▪ Weapon Skill*		2	2	1	2	2		2	2		1	1
▪ Vehicle*	1	1	1	1	1		1	1	1			

Academic

Favored Categories:

Artistic	2	Influence	4
General	4	Science	10

Key Stats: Reasoning, Insight

Professional Abilities:

- Scholar
- Academic Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Academic gain a +10 bonus to any lore skill of their choice. No skill may have greater than a +30 bonus from this ability.

Bypasser

Favored Categories:

Artistic	3	Outdoor	3
Athletic	3	Physical	3
General	3	Technical	2
Influence	3		

Key Stats: Agility, Self-Discipline, Insight

Professional Abilities:

- Bypasser Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Bypasser gain a +5 bonus to any one skill from their Favored Categories. No skill may have greater than a +25 bonus from this ability.

Criminal

Favored Categories:

Athletic	4	Influence	2
Combat	1	Subterfuge	10
General	3		

Key Stats: Agility, Quickness, Insight

Professional Abilities:

- Subtle
- Criminal Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Criminals gain a +10 bonus to any Subterfuge skill of their choice. No skill may have greater than a +30 bonus from this ability.

Entertainer

Favored Categories:

Artistic	6	Influence	6
Athletic	2	Physical	3
General	3		

Key Stats: Reasoning, Insight, Presence

Professional Abilities:

- Enchanted Senses
- Scholar
- Entertainer Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Entertainer gain a +10 bonus to any Artistic or Influence skill of their choice. No skill may have greater than a +30 bonus from this ability.

Explorer

Favored Categories:

Combat	2	Physical	3
General	3	Subterfuge	2
Outdoor	10		

Key Stats: Strength, Agility, Insight

Professional Abilities:

- Outdoorsman
- Explorer Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Explorer gain a +10 bonus to any Outdoor skill of their choice. No skill may have greater than a +30 bonus from this ability.

Recon

Favored Categories:

Athletic	6	Physical	4
Combat	2	Subterfuge	2
General	3	Outdoor	3

Key Stats: Agility, Insight, Strength

Professional Abilities:

- Recon Focus: Beginning at the first level, and then every third level thereafter (3rd, 6th, etc), Recon gain a +5 bonus to any one skill from their Favored Categories. No skill may have greater than a +25 bonus from this ability.

Scientist

Favored Categories:

General 3 Science 10
 Influence 3
 Select one Category: Artistic, Medical or Outdoor 4

Key Stats: Reasoning, Insight

Professional Abilities:

- Scholar
- Scientific Talent x3
- ????
- ???

Soldier

Favored Categories:

Athletic 3 General 2
 Combat 8 Physical 7

Key Stats: Strength, Constitution, Agility, Quickness.

Professional Abilities:

- Snapshot
- Lightning Reflexes
- Soldier Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Soldier gain a +10 bonus to any weapon skill of their choice. No weapon skill can have more than a +30 bonus from this ability.

Technician

Favored Categories:

Athletic 3 Physical 4
 General 3 Technician 10

Key Stats: Agility, Reasoning, Insight

Professional Abilities:

- Technical Talent x2
- ????
- Technician Focus: Beginning at the first level, and then every fifth level thereafter (5th, 10th, etc), Technician gain a +10 bonus to any Technical skill of their choice. No skill may have greater than a +30 bonus from this ability.

HARP Modern – Skills

ARTISTIC

- Acting Pr/In
- Dancing Ag/Pr
- Mimicry Pr/SD
- Play instrument « Pr/Ag
- Singing Pr/In
- Storytelling Pr/In

ATHLETIC

- Acrobatics Ag/SD
- Climbing Ag/St
- Contortions Ag/SD

COMBAT

- Brawling St/Ag
- Combat Styles «
- Demolitions In/SD
- MA Striking St/Ag
- MA Styles « SD/___
- MA Sweeps St/Ag
- Weapon Skills « St/Ag
 - Axes
 - Long Blades
 - Short Blades
 - Thrusting Blades
 - Chain Plus
 - Clubs
 - Pole Arms Thrown
 - Thrown Blades
 - Thrown Projectiles
 - Bows
 - Crossbows
 - Slings
 - Pole Arms
 - Great Blades
 - Great Chains
 - Long Spikes
 - Staves
 - Whips
 - Pistols
 - Submachine Guns
 - Rifles
 - Shotguns
 - Machine Guns
 - Supports

▪ = Skill may be developed by anyone.

▫ = Skill may not be developed unless allowed separately.

GENERAL

- Appraisal « Re/In
- Computer Using In/Re
- Crafts « Re/Ag
- Healing Re/In
- Herb crafts Re/In
- Linguistics « Re/In
- Mundane Lore « Re/Re
- Perception In/SD
- Resistance «
 - Stamina Co/Co
 - Will SD/SD
- Rope Mastery Re/Ag
- Signalling Re/In
- Vehicle « Ag/Qu

INFLUENCE

- Duping Pr/In
- Public Speaking Pr/In
- Trading Pr/In
- Propaganda Pr/In
- Diplomacy Pr/In

MEDICAL

- Diagnosis Re/In
- Medical Practice In/Ag
- Medical Science « Re/In
- Pharmaceuticals In/Re
- Autopsy Ag/Re

OUTDOOR

- Animal Handling « Pr/In
- Beast mastery In/Pr
- Foraging/Surv. « In/Re
- Horticulture Re/In
- Navigation Re/In
- Riding « Ag/SD
- Sailing Ag/Re
- Tracking SD/In

PHYSICAL

- Armour St/Ag
- Endurance Co/SD
- Jumping St/Ag
- Swimming St/Ag

SCIENCE

- Academic Lore « Re/Re
- Scientific « Re/In

SUBTERFUGE

- Ambush SD/Ag
- Disguise Pr/SD
- Locks & Traps In/Ag
- Pick Pockets Ag/Qu
- Stalking & Hiding SD/Ag
- Poisoning In/SD
- Sniping SD/Ag
- Streetwise Pr/In
- Trickery Pr/SD
- Forgery Ag/In
- Hacking In/Re
- Safe Cracking In/Re

TECHNICAL

- Mechanics Re/In
- Technology « Re/Ag
- Engineering « In/Re

Talents and Special Abilities:

Accelerated Healing {10}

- Normal Recovery time for injuries is halved.

Additional Profession {20}

- Take an additional Profession.

Ambidexterity {20}

- You're ambidextrous.

Artistic {10}

- +10 bonus to *Acting, Dancing* and *Mimicry*.

Athletic {10}

- +10 bonus to *Climbing* and *Acrobatics*.

Blazing Speed {15}

- +10 to Base Movement Rate.

Enchanted Senses {10}

- +10 to *Perception*.

Extreme Nimble {10}

- +10 to *Contortions, Riding* and *Vehicle*.

Instinctive Defence {25}

- +20 extra Defensive Bonus.

Lightning Reflexes {10}

- +6 extra initiative bonus.

Neutral Odour {15}

- You don't smell bad.

Outdoorsman {15}

- +15 to all Outdoor skills.

Physic {10}

- +10 to *Jumping* and *Swimming*.

Quiet Stride {20}

- +10 *Ambush* and *Stalking & Hiding*.

Light Sleeper {15}

- You need lesser rest than normal.

Scholar {25}

- +10 *Mundane Lore* and *Academic lore*.

Skill Specialization {10}

- +10 bonus to any skill.

Speed Loader {10}

- You can draw items super-fast.

Subtle {20}

- +25 *Stalking & Hiding*.

Snapshot {10}

- you don't need to "aim" when firing a firearm.

Shield Training {10}

- you have specialized to take all benefit from "shield".

Gold Throat {10}

- +10 *Singing, Storytelling* and *Duping*.

Natural Pilot {10}

- +10 to all *Vehicle* skills.

Fluent {10}

- +20 *Linguistics*.

Portage Skill {15}

- Encumbrance Penalty level is reduced by one. Max carry is 150+ST.

Geographic Awareness {15}

- +25 to *Navigation* skill.

Natural Marksman {20}

- 25% increase to any ranges and +5 bonus to any ranged attacks.

Dead Eye {15}

- Range Penalties are halved.

Intense Eye {10}

- +10 *Public Speaking, Trading* and *Diplomacy*.

Natural Physique {15}

- +20 bonus to Endurance.

Training Packages:

- Primary Education
 - Academic Degree (Bachelor)
 - Academic Degree (Master)
 - Scientist
 - Academic Degree (Doctorate)
 - Computer Scientist
 - Computer Programmer
 - Computer Engineer
 - Computer Hacker
 - Law Degree
 - Lawyer
 - Medical Degree
 - Medical Resident
 - Medical Specialist
 - Surgeon
 - Surgical Specialist
 - Police Officer
 - Police Detective
- Militaries
 - AFV Crewer
 - Marine
 - Military Officer
 - Force Recon
 - Military Gunnery
 - Military Pilot
 - Mariner
 - Combat Medic
- Apprentice Technician
 - Machinist
 - Journeyman Technician
 - Master Technician
- Convict
 - Launderer
- Con Artist
- Pickpocket
- Repo-Man
- Second Story Man
- Heavy
 - Hit Man
- Fence
- Artist
- Athlete
- Bounty Hunter
- Capitalist
- Corporate Security
- Special Weapon
- Manual Labourer
- Media Personality
- Miner
- Musician
- Pilot
- Private Investigator

Academic Degree (Bachelor)

Skills	Ranks
Linguistics.....	2
Academic Lore (select one).....	3
Mundane Lore (select one).....	3
Mundane Lore (select one).....	3

Academic Degree (Doctorate)

Skills	Ranks
Linguistics.....	3
Academic Lore (select one).....	4
Academic Lore (select one).....	4
Academic Lore (select one).....	3

Academic Degree (Master)

Skills	Ranks
Linguistics.....	3
Academic Lore (select one).....	4
Academic Lore (select one).....	3
Mundane Lore (select one).....	3

AFV Crewer

Skills	Ranks
Vehicle (AFV vehicles).....	4
Mundane Lore (Military Vehicles).....	2
Combat Pilot.....	2
Combat Gunnery.....	2

Talents gained: **Base Cost:** 3
 ▪ Tank-Man {3}

Apprentice Technician

Skills	Ranks
Technology (select one appropriate skill).....	3
Engineering (select one appropriate skill).....	3
Mechanics.....	2

Talents gained: **Base Cost:** 3
 ▪ one Technical Talent {3}

Artist

Skills	Ranks
Propaganda.....	2
Select one Artistic skill.....	5
Select one Artistic skill.....	5
Crafts (select one "artistic").....	3

Athlete

Skills	Ranks
Acrobatics.....	4
Climbing.....	4
Jumping.....	4
Swimming.....	4

Bounty Hunter

Skills	Ranks
Perception	3
Duping	2
Streetwise	3
Weapon skill (select one)	2

Capitalist

Skills	Ranks
Duping	2
Lore (Local Laws)	4
Public Speaking	4
Trading	5

Combat Medic

Skills	Ranks
Healing	4
Diagnosis	2
Medical Practice	2
Pharmaceuticals	2

Status gained: **Base Cost:** 0
 ▪ Military Rank {0}

Computer Engineer

Skills	Ranks
Technology (Computer)	5
Engineering (Computer)	5
Computer Using	2

Computer Hacker

Skills	Ranks
Computer Using	6
Hacking	6
Safe Cracking	6

Talents gained: **Base Cost:** 8
 ▪ Hacker {3}
 ▪ Nerd {5}

Computer Programmer

Skills	Ranks
Computer Using	5
Technology (Computer)	3
Engineering (Computer)	2

Talents gained: **Base Cost:** 5
 ▪ Nerd {5}

Computer Scientist

Skills	Ranks
Computer Using	3
Technology (Computer)	3
Engineering (Computer)	3
Academic Lore (Computer Science)	2

Talents gained: **Base Cost:** 8
 ▪ Hardware Freak {3}

Con Artist

Skills	Ranks
Duping	4
Streetwise	2
Mundane Lore (Urban)	2

Convict

Skills	Ranks
Duping	2
Mundane Lore (Urban)	2
Perception	2
Disguise	2

Corporate Security

Skills	Ranks
Perception	3
Mundane Lore (Heraldry)	2
Armor	2
Weapon Skill (select one)	2

Fence

Skills	Ranks
Duping	2
Mundane Lore (Urban)	3
Trading	3

HARP Modern – Training Packages

Force Recon

Skills	Ranks
Armor.....	2
Climbing.....	1
Swimming.....	1
Endurance.....	2
Martial Art Striking.....	2
Stalking & Hiding.....	2
Sniping.....	2
Demolitions.....	2
Weapon Skill (Rifles).....	3
Weapon Skill (select one).....	3

Status gained: **Base Cost:** 0
 ▪ Military Rank {0}

Heavy

Skills	Ranks
Endurance.....	3
Brawling.....	2
Armor.....	2
Weapon Skills (select one).....	3

Hit Man

Skills	Ranks
Perception.....	3
Sniping.....	3
Poisoning.....	3
Stalking & Hiding.....	3
Weapon Skills (select one).....	3

Journeyman Technician

Skills	Ranks
Technology (select one appropriate skill).....	3
Engineering (select one appropriate skill).....	3
Mundane Lore (select one appropriate skill).....	3
Mechanics.....	3

Status gained: **Base Cost:** 0
 ▪ Repudiated Technician {0}

Launderer

Skills	Ranks
Duping.....	2
Streetwise.....	4
Trading.....	4
Forgery.....	4

Law Degree

Skills	Ranks
Public Speaking.....	3
Mundane Lore (Local Law).....	5
Crafts (Document Writing).....	2
Academic Lore (Administration).....	2

Lawyer

Skills	Ranks
Perception.....	3
Public Speaking.....	5
Mundane Lore (Local Law).....	3
Academic Lore (Administration).....	2

Machinist

Skills	Ranks
Crafts (Building Machine Parts).....	6
Mundane Lore (select one appropriate skill).....	3
Mechanics.....	3

Manual Laborer

Skills	Ranks
Endurance.....	2
Brawling.....	2
Crafts (select one).....	2

Marine

Skills	Ranks
Endurance.....	3
Martial Art Striking.....	2
Weapon Skill (Pistols).....	3
Weapon Skill (Rifles).....	3
Weapon Skill (Supports).....	1

Talents gained: **Base Cost:** 2
 ▪ Bomb Expert {2}

HARP Modern – Training Packages

Mariner

Skills	Ranks
Marine Pilot	4
Mundane Lore (Naval Vehicles).....	3
Weapon Skill (Pistol)	2
Swimming	2
Mundane Lore (Weather).....	2

Talent gained: **Base Cost:** 5
▪ Marine Pilot {5}

Master Technician

Skills	Ranks
Technology (select one appropriate skill)	5
Engineering (select one appropriate skill)	5
Mechanics.....	5

Talents gained: **Base Cost:** 5
▪ Master Technician {5}

Media Personality

Skills	Ranks
Duping.....	2
Mundane Lore (Journalism).....	4
Computer Using	2

Medical Degree

Skills	Ranks
Healing.....	4
Diagnosis.....	2
Autopsy.....	2
Medical Practice	4
Pharmaceuticals.....	3

Talents gained: **Base Cost:** 5
▪ Medic {5}

Medical Resident

Skills	Ranks
Healing.....	2
Diagnosis.....	4
Medical Practice	4
Pharmaceuticals.....	3
Technology (Medical).....	2

Talents gained: **Base Cost:** 3
▪ Medical Technician {3}

Medical Specialist

Skills	Ranks
Medical Practice	3
Pharmaceuticals.....	3
Medical Science (select one).....	4

Status gained: **Base Cost:** 0
▪ Reputation {0}

Militaries

Status gained: **Base Cost:** 0
▪ Military Rank {0}

Note: This Training Package may only be taken if at least one sub-training package of Militaries will be taken.

Military Gunnery

Skills	Ranks
Combat Gunnery	4
Technology (Weapon).....	2
Mundane Lore (Vehicles)	2

Talent gained: **Base Cost:** 3
▪ Gunnery {3}

Military Officer

Skills	Ranks
Perception.....	3
Diplomacy	2
Mundane Lore (Military Tactics).....	4
Mundane Lore (Heraldry)	6

Status gained: **Base Cost:** 0
▪ Military Rank {0}

Military Pilot

Skills	Ranks
Combat Pilot.....	4
Combat Gunnery	2
Vehicle (Atmospheric Pilot)	6
Mundane Lore (Airplanes)	2

Talent gained: **Base Cost:** 10
▪ Atmospheric Pilot {5}
▪ Combat Pilot {5}

HARP Modern – Training Packages

Miner

Skills	Ranks
Mundane Lore (Stone).....	2
Crafts (Mining).....	4
Crafts (Gem-cutting).....	2

Musician

Skills	Ranks
Play Instrument (select one).....	5
Crafts (Music).....	3
Linguistics.....	2

Pickpockets

Skills	Ranks
Perception.....	2
Pick Pockets.....	4
Streetwise.....	2
Mundane Lore (Urban).....	2

Pilot

Skills	Ranks
Vehicle (Atmospheric Pilot).....	6
Mundane Lore (Region).....	2
Mundane Lore (Airplanes).....	5
Mechanics.....	2

Talents gained: **Base Cost:** 5
 ▪ Atmospheric Pilot {5}

Police Detective

Skills	Ranks
Perception.....	4
Mundane Lore (Local Law).....	2
Mundane Lore (Urban).....	4
Academic Lore (Law enforcement).....	2
Weapon Skill (Pistols).....	2

Police Officer

Skills	Ranks
Perception.....	2
Mundane Lore (Local Law).....	3
Mundane Lore (Urban).....	3
Crafts (Law Enforcement).....	2
Weapon Skill (Pistols).....	2

Primary Education

Skills	Ranks
Academic Lore (select one).....	3
Mundane Lore (select one).....	3
Mundane Lore (select one).....	2

Private Investigator

Skills	Ranks
Perceptions.....	4
Mundane Lore (Heraldry).....	2
Mundane Lore (Local Law).....	4
Duping.....	2

Repo-Man

Skills	Ranks
Mundane Lore (Vehicles).....	3
Vehicle (select one).....	4
Vehicle (select one).....	4
Locks & Traps.....	2

Scientist

Skills	Ranks
Science (select one appropriate skill).....	6
Academic Lore (select one appropriate skill).....	6
Mundane Lore (select one appropriate skill).....	6
Perception.....	2

Talents gained: **Base Cost:** 3
 ▪ one Scientific Talent {3}

Second Story Man

Skills	Ranks
Climbing.....	2
Locks & Traps.....	4
Mundane Lore (locks).....	4
Mundane Lore (Urban).....	2

Special Weapon

Skills	Ranks
Endurance.....	2
Perception.....	2
Sniping.....	4
Weapon Skill (select one).....	3
Weapon Skill (select one).....	2

Surgeon

Skills	Ranks
Medical Practice	4
Pharmaceuticals.....	2
Medical Science (Surgery).....	4

Status gained: **Base Cost:** 0

- Reputation as a Surgeon {0}

Surgical Specialist

Skills	Ranks
Medical Practice	6
Medical Science (select one Surgical speciality)	6

Training Packages Talents:

- **Tank-man {3}**: Allows you to develop *AFV-Vehicles*, *Combat Pilot* and *Combat Gunnery* skills.
- **Medic {5}**: Allows you to develop All Medical Skills.
- **Atmospheric Pilot {5}**: Allows you to develop *Vehicle (Atmospheric Pilot)* skill. Also gives a +10 bonus to this skill.
- **Bomb Expert {3}**: Allows you to develop *Demolitions* skill.
- **Gunnery {3}**: Allows you to develop *Combat Gunnery* and *Technology (Weapon)* skills. Also gives a +5 bonus to *Combat Gunnery* skill.
- **Combat Pilot {5}**: Allows you to develop *Combat Pilot* skill. Also gives a +15 bonus to this skill.
- **Marine Pilot {5}**: Allows you to develop *Vehicle (Marine Pilot)* skill. Also gives a +10 to this skill.
- **Nerd {5}**: +10 to *Computer Using*.
- **Hacker {3}**: Allows you to develop *Hacking* and *Safe-Cracking* skills.
- **Master Technician {5}**: +15 Bonus to any *Technology* or *Engineering* skill.
- **Medical Technician {3}**: Allows you to develop *Technology (Medical)* skill. Also gives a +5 bonus to this skill.

▪ Technical Talents:

- **Hardware Freak {3}**: Allows you to develop *Technology (Computer)* and *Engineering (Computer)* skills.
- **Mechanical Knowledge {3}**: Allows you to develop *Technology (Mechanical)* and *Engineering (Mechanical)* skills.
- **Weapon Knowledge {3}**: Allows you to develop *Technology (Weapon)* and *Engineering (Weapon)* skills.
- **Electronics Knowledge {3}**: Allows you to develop *Technology (Electronics)* and *Engineering (Electronics)* skills.
- **Power System Knowledge {3}**: Allows you to develop *Technology (Power System)* and *Engineering (Computer)* skills.
- **Security System Knowledge {3}**: Allows you to develop *Technology (Security)* and *Engineering (Security)* skills.
- **Medical Knowledge {3}**: Allows you to develop *Technology (Medical)* and *Engineering (Medical)* skills.
- **Cybernetic Knowledge {3}**: Allows you to develop *Technology (Cybernetic)* and *Engineering (Cybernetic)* skills.
- **Chemical Engineering {3}**: Allows you to develop *Engineering (Chemicals)* skill. Also gives a +5 bonus to this skill.

▪ Scientific Talents:

- **Physicist {3}**: Allows you to develop *Scientific (Physics)* skill.
- **Chemist {3}**: Allows you to develop *Scientific (chemistry)* skill.
- **Astronomer {3}**: Allows you to develop *Scientific (astronomy)* skill.
- **Metallurgy {3}**: Allows you to develop *Scientific (Metallurgy)* skill.
- **Biochemistry {3}**: Allows you to develop *Scientific (biochemistry)* skill.
- **Psychology {3}**: Allows you to develop *Scientific (psychology)* skill.
- **Botany {3}**: Allows you to develop *Scientific (botany)* skill.
- **Zoology {3}**: Allows you to develop *Scientific (zoology)* skill.

Firearm Critical Table

Result	Head and Neck	Hands and Arms	Legs and Feet	Chest and Back	Abdomen and Groin
(-19) – (-10)					
(-9) – 0					
01 – 10					
11 – 20					
21 – 30					
31 – 40					
41 – 50					
51 – 60					
61 – 70					
71 – 80					
81 – 85					
86 – 90					
91 – 95					
96 – 100					
101 – 105					
106 – 110					
111 – 115					
116 – 119					
120					