

Name: Race: Human Appearance: Grenadier, Repair/Melee (in Armor)

Wt:

Age:

Spent: 623 Unspent: 0

CHARACTER SHEET

| ST | 22* | [| 120] | ΗP | 22 | [| <mark>0</mark>] | Basic Speed <mark>6</mark> | [0] |
|-------------------------------|-----|---|------|------|-----------|--------|------------------|-------------------------------|--------------------|
| DX | 13 | [| 60] | Will | 12 | [| 0] | Basic Move 6 | [0] |
| IQ | 12 | [| 40] | Per | 12 | [| <mark>0</mark>] | BL 97 lb |) (ST×ST)/5 |
| нт | 11† | [| 10] | FP | 11 | [| 0] | Thr 2d+1 | ^{sw} 4d+1 |
| * Cond. +1 from 'Striking ST' | | | | | † Cond. + | 1 fror | n 'Fit' | | |

| Vision | 14* | Taste/Smell | 12 | Death Check 13 [†] | | |
|------------------------------|-----|-----------------------------|-----|-------------------------------|--|--|
| VISION | 14 | Taste/Smell | 12 | Death Check 13 | | |
| Hearing | 14‡ | Fright Check | 14§ | High Jump 25.78 yd | | |
| Touch | 12 | Consciousness | 13¶ | Broad Jump 106.67 yd | | |
| * +2 from 'Acute Visio | | ‡ +2 from 'Acute Heari | ng' | ¶ +1 from 'Hard to Subdue', + | | |
| † +1 from 'Hard to Kill', +1 | | § +2 from 'Combat Reflexes' | | 1 from 'Fit' | | |
| from 'Fit' | | 1 | | I | | |

| SKILLS | | | | | | | | |
|---|---------------------------------|---------------|----------------------|--|--|--|--|--|
| Name | Level | Relative | Pts | | | | | |
| !Mobile Infantry | 12 | IQ+0 | [2] | | | | | |
| Area Knowledge (Mission Area) | 12 | IQ+0 | [1] | | | | | |
| Armoury (Firearms) | 14* | IQ+2 | [8] | | | | | |
| Armoury (Heavy Weapons) | 14* | IQ+2 | [8] | | | | | |
| Armoury (Power Armor) | 14* | IQ+2 | [8] | | | | | |
| Brawling | 14 | DX+1 | [2] | | | | | |
| Parry: 11 | | | | | | | | |
| Carousing | 11 | HT+0 | [1] | | | | | |
| Climbing | 12 | DX-1 | [1] | | | | | |
| Computer Hacking | 10 | IQ-2 | [2] | | | | | |
| Current Affairs (Mobile Infantry) | 12 | IQ+0 | [1] | | | | | |
| Electronics Operation (Communications) | 11 | IQ-1 | [1] | | | | | |
| Electronics Repair (Security) | 11* | IQ-1 | [1] | | | | | |
| Fast-Draw (Rifle) | 14† | DX+1 | [1] | | | | | |
| Fast-Draw (Sword) | 14† | DX+1 | [1] | | | | | |
| First Aid | 12‡ | IQ+0 | [1] | | | | | |
| Free Fall | 12 | DX-1 | [1] | | | | | |
| Gesture | 12 | IQ+0 | [1] | | | | | |
| Guns (Grenade Launcher) | 16 | DX+3 | [8] | | | | | |
| Guns (Pistol) | 12 | DX-1 | [0] | | | | | |
| Guns (Rifle) | 14 | DX+1 | <u>í</u> 21 | | | | | |
| Interrogation | 11 | IQ-1 | î <u>1</u> 1 | | | | | |
| Jumping | 13 | DX+0 | i 1i | | | | | |
| Karate | 16 | DX+3 | [16] | | | | | |
| Parry: 12 | | | | | | | | |
| Knife | 13 | DX+0 | [1] | | | | | |
| Parry: 9 | 11 | 10.4 | r (1) | | | | | |
| Navigation | 11 14§ | IQ-1 Per+2 | [1] | | | | | |
| Observation | | | [2] | | | | | |
| Power Armor | 14 | DX+1 | [4] | | | | | |
| Saber | 15 | DX+2 | [8] | | | | | |
| Parry: 11 Savoir-Faire (Mobile Infantry) | 12 | IQ+0 | [1] | | | | | |
| Scrounging | 12 | Per+0 | ι <u>'</u>] Γ 11 | | | | | |
| Search | 11 | Per-1 | | | | | | |
| Stealth | 12 | DX-1 | <u> </u> | | | | | |
| Strategy | 11 | IQ-1 | [2] | | | | | |
| Survival | 11 | Per-1 | <u> </u> | | | | | |
| | 11 | HT+0 | | | | | | |
| Swimming | | | [1] | | | | | |
| Throwing | 16 | DX+3 | [12] | | | | | |
| | . +1 from 'Kit om 'Acute Vis | | | | | | | |
| | | | | | | | | |



ADVANTAGES

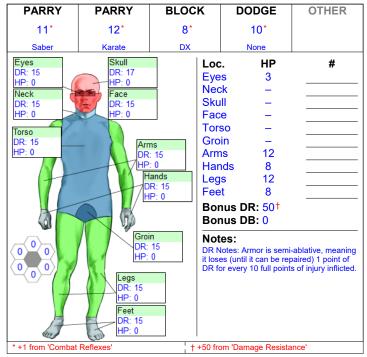
| Name | | Pts |
|--|---|------|
| Acute Hearing 2 | [| 4] |
| Roll to hear: 14 (Hearing) | - | |
| Acute Vision 2 | [| 4] |
| Roll to see: 14 (Vision) | _ | _ |
| Ambidexterity | [| 5] |
| Combat Reflexes | [| 15] |
| Damage Resistance 50 (Semi-Ablative) | [| 200] |
| Fit | [| 5] |
| G-Experience 5 | [| 5] |
| Hard to Kill 1 | [| 2] |
| Hard to Subdue 1 | [| 2] |
| High Pain Threshold | [| 10] |
| Roll to ignore pain: 15 (Will+3) | | |
| Jump Jets (1 extra Move per encounter) | [| 20] |
| Luck | [| 15] |
| Military Rank 1 (Private) | [| 5] |
| Signature Gear 1 (Power Armor) | [| 1] |
| Striking ST 1 | [| 5] |
| Super Jump 5 | [| 50] |

| DISADVANTAGES | |
|--|--------|
| Name | Pts |
| Bloodlust (Enemy Soldiers; 12 or less) | [-10] |
| Code of Honor (Mobile Infantry) | [-10] |
| Duty (Mobile Infantry) | [-20] |
| Intolerance (Bugs) | [-10] |
| Sense of Duty (Squad) | [-5] |

| | QUIRKS | |
|-----------------|--------|-------|
| Name | | Pts |
| _Unused Quirk 1 | | [-1] |
| _Unused Quirk 2 | | [-1] |
| _Unused Quirk 3 | | [-1] |
| _Unused Quirk 4 | | [-1] |
| Unused Quirk 5 | | [-1] |

| | MELEE ATTACKS | 6 | | | | |
|------------------------|---------------|-------|-----------|-------|----|-------|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes |
| Brawling: Punch | 14 | 11 | 2d cr | С | _ | |
| Skill used: Brawling | | | | | | |
| Brawling: Kick | 12 | | 2d+2 cr | C,1 | | |
| Skill used: Brawling-2 | | | | | | |
| Karate: Punch | 16 | 12 | 2d+4 cr | C | _ | |
| Skill used: Karate | | | | | | |
| Karate: Kick | 14 | | 2d+6 cr | C,1 | | |
| Skill used: Karate-2 | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes |
| Saber | 15 | 11 | 2d(3) cut | 1 | 9 | |
| Skill used: Saber | | | | | | |

| RANGED ATTACKS | | | | | | | | | | |
|--|-------|-----------------|-----|------------------|-----|-------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Assault Rifle (Morita TW-203A) Skill used: Guns (Rifle) | 14 | 7d pi+ | 4 | 700 yd / 1500 yd | 10 | 50(2) | 10† | -4 | 3 | |
| Flamer (integrated) Skill used: Guns (Rifle) | 14 | 6d burn | 6 | 50 yd / 100 yd | 1 | 10(5) | 10† | -5 | 1 | |
| Grenade (High Explosive) Skill used: Throwing | 16 | 9/6/3 ex+ | - | 80 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade (Nerve Gas) Skill used: Throwing | 16 | 8/8/8/8 gas | - | 80 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade (Tanglefoot) Skill used: Throwing | 16 | HT vs. Stun gas | - | 80 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade Launcher (Morita XW-110G) Skill used: Guns (Grenade Launcher) | 16 | 9/6/3 ex+ | 2 | 250 yd | 1 | 3(2) | 11 | - | 2 | |
| Grenade Launcher, Triple Thud (Morita SW- 402) Skill used: Guns (Grenade Launcher) | 16 | 9/6/3 ex+ | 4 | 500 yd | 3 | 6(2) | 10† | -4 | 2 | |
| Pistol, Peacekeeper (Morita TW-102S) Skill used: Guns (Pistol) | 12 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |



| | LOAD-OUTS | |
|-----|---|--------|
| Qty | « Equipment » | Weight |
| 1 | Assault Rifle (Morita TW-203A) | 8 lb |
| 1 | Flamer (integrated) | 20 lb |
| 6 | Grenade (High Explosive) | 6 lb |
| 3 | Grenade (Nerve Gas) | 3 lb |
| 3 | Grenade (Tanglefoot) | 3 lb |
| 1 | Grenade Launcher (Morita XW-110G) | 3 lb |
| 1 | Grenade Launcher, Triple Thud (Morita SW-402) | 5 lb |
| 1 | Kit (First Aid) | 1 lb |
| 1 | Kit (Repair+) | 5 lb |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb |
| 1 | Saber | 1 lb |
| | Totals: | 58 lb |

| HP | FP | | | | |
|--|-----------|--|--|--|--|
| 7, 0, -22, -44, -66, -88, -110 | 3, 0, -11 | | | | |
| HP loss effects are cumulative with each other | | | | | |

less s than 1/3 HP: Dodge/2 and Move/2 (round up). 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness

immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

NOTES

MARAUDER POWER ARMOR

* Visor ("Snoopers"): IR and UV vision, sensor HUD

- * **Periscope**: Two-foot retractable helmet periscope
- * Comms: three channel, low-orbit range
- * Jump Jets: allow an extra Move once per encounter

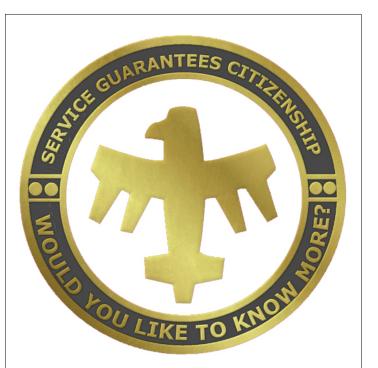
* Misc: Self-contained and sealed, pressurized, 8-hour supply of both air and power



| ST | 15* | [| 50] | HP | 15 | [| <mark>0</mark>] | Basic Speed 6 | [0] |
|--|---|---|-----|------|----|---|------------------|------------------|--------------------|
| DX | 13 | [| 60] | Will | 12 | [| <mark>0</mark>] | Basic Move 6 | [0] |
| IQ | 12 | [| 40] | Per | 12 | [| <mark>0</mark>] | BL 45 lt |) (ST×ST)/5 |
| нт | 11† | [| 10] | FP | 11 | [| 0] | Thr 1d+1 | ^{sw} 2d+2 |
| * Conc | * Cond. +1 from 'Striking ST' † Cond. +1 from 'Fit' | | | | | | | | |
| Vision 12 Tosto/Small 12 Dooth Chock 12* | | | | | | | | | |

| Vision 12 | Taste/Smell 12 | Death Check 13* |
|--|-------------------------------|---|
| Hearing 12 | Fright Check 14 [†] | High Jump 2.42 ft |
| Touch 12 | Consciousness 13 [‡] | Broad Jump 3.33 yd |
| * +1 from 'Hard to Kill', +1 from 'Fit' | † +2 from 'Combat Reflexes' | ‡ +1 from 'Hard to Subdue', + 1 from 'Fit' |

| Area Knowledge (Mission Area) 12 IQ+0 1 Armoury (Firearms) 14* IQ+2 8 Armoury (Heavy Weapons) 14* IQ+2 8 Armoury (Power Armor) 14* IQ+2 8 Brawling 14* IQ+2 8 Brawling 14* IQ+2 8 Parry: 11 11 HT+0 1 Carousing 11 HT+0 1 Carousing 12 DX-1 1 Carousing 12 IQ×1 1 Current Affairs (Mobile Infantry) 12 IQ+0 1 Electronics Operation (Communications) 11 IQ-1 1 Electronics Repair (Security) 11* IQ-1 1 Fast-Draw (Rifle) 14* DX+1 1 Free Fall 12 DX+1 1 Gesture 12 IQ+0 1 1 Gesture 12 IQ+0 1 1 Gesture 12 DX+1 10 1 Gus (Grenade Launcher) 16 | SKILLS | | | |
|--|-------------------------------|-----|------|--------------|
| Area Knowledge (Mission Area) 12 IQ+0 1 Armoury (Firearms) 14* IQ+2 8 Armoury (Heavy Weapons) 14* IQ+2 8 Armoury (Power Armor) 14* IQ+2 8 Brawling 14* IQ+2 8 Parry:11 11 HT+0 1 Carousing 11 HT+0 1 Carousing 12 DX+1 1 Carousing 12 IQ+0 1 Current Affairs (Mobile Infantry) 12 IQ+1 1 Electronics Repair (Security) 11* IQ-1 1 Fast-Draw (Rifle) 14* DX+1 1 Fast-Draw (Sword) 14* DX+1 1 Free Fall 12 DX+1 1 Gesture | | | | Pts |
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| Armoury (Heavy Weapons) 14* IQ+2 8 Armoury (Power Armor) 14* IQ+2 8 Brawling 14* IQ+2 8 Brawling 14* IQ+2 8 Pary: 11 14* DX+1 [2 Carousing 11 HT+0 [1 Carousing 12 DX-1 [1 Computer Hacking 10 IQ-2 [2 Current Affairs (Mobile Infantry) 12 IQ+0 [1 Electronics Operation (Communications) 11 IQ-1 [1 Fast-Draw (Rifle) 14* DX+1 [1 Fast-Draw (Sword) 14* DX+1 [1 Free Fall 12 IQ+0 [1 Gesture 12 IQ+0 [1 Guns (Grenade Launcher) 16 DX+3 [8 Guns (Rifle) 14 DX+1 [| Area Knowledge (Mission Area) | | | [1] |
| Armoury (Power Armor) 14* IQ+2 8 Brawling 14 DX+1 [2 Pary: 11 11 HT+0 [1 Carousing 11 HT+0 [1 Carousing 12 DX-1 [1 Computer Hacking 10 IQ-2 [2 Current Affairs (Mobile Infantry) 12 IQ+0 [1 Electronics Operation (Communications) 11 IQ-1 [1 Electronics Repair (Security) 11* IQ-1 [1 Fast-Draw (Rifle) 14* DX+1 [1 Fast-Draw (Sword) 14* DX+1 [1 Free Fall 12 IQ+0 [1 Gesture 12 IQ+0 [1 Guns (Grenade Launcher) 16 DX+3 8 Guns (Rifle) 14 DX+1 [2 Interrogation 11 IQ-1 [1 Jumping 13 DX+0 [</td <td>Armoury (Firearms)</td> <td></td> <td></td> <td>[8]</td> | Armoury (Firearms) | | | [8] |
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| Parry: 11 Image: Carousing 11 HT+0 1 Carousing 11 HT+0 1 1 1 Climbing 12 DX-1 < | Armoury (Power Armor) | | | [8] |
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| Current Affairs (Mobile Infantry) 12 IQ+0 1 Electronics Operation (Communications) 11 IQ-1 1 Electronics Repair (Security) 11* IQ-1 1 Fast-Draw (Rifle) 14* DX+1 1 Fast-Draw (Sword) 14* DX+1 1 First Aid 12* IQ+0 1 Free Fall 12 DX-1 1 Gesture 12 IQ+0 1 Guns (Grenade Launcher) 16 DX+3 8 Guns (Rifle) 14 DX+1 2 Interrogation 11 IQ-1 1 Jumping 13 DX+0 1 Karate 16 DX+3 16 Parry: 12 Navigation 11 IQ-1 1 Navigation 11 IQ-1 1 1 Parry: 9 Navigation 11 IQ-1 1 Navigation 11 IQ-1 1 2 P | - 0 | | | [1] |
| Electronics Operation (Communications) 11 IQ-1 1 Electronics Repair (Security) 11* IQ-1 1 Fast-Draw (Rifle) 14* DX+1 1 Fast-Draw (Sword) 14* DX+1 1 First Aid 12* IQ+0 1 Free Fall 12 DX-1 1 Gesture 12 IQ+0 1 Guns (Grenade Launcher) 16 DX+3 8 Guns (Rifle) 14 DX+1 2 Interrogation 11 IQ-1 1 Jumping 13 DX+0 1 Karate 16 DX+3 16 Parry: 12 13 DX+0 1 Knife 13 DX+0 1 Parry: 9 11 IQ-1 1 Navigation 11 IQ-1 1 Observation 12 Per+0 2 Power Armor 14 DX+2 8 Saber | | | | [2] |
| Electronics Repair (Security) 11* IQ-1 1 Fast-Draw (Rifle) 14 [†] DX+1 1 Fast-Draw (Sword) 14 [†] DX+1 1 First Aid 12 [‡] IQ+0 1 First Aid 12 [‡] IQ+0 1 Free Fall 12 DX-1 1 Gesture 12 IQ+0 1 Guns (Grenade Launcher) 16 DX+3 8 Guns (Rifle) 14 DX+1 2 Interrogation 11 IQ-1 1 Jumping 13 DX+0 1 Karate 16 DX+3 16 Parry: 12 DX 16 DX+3 16 Mrife 13 DX+0 1 16 Parry: 12 Navigation 11 IQ-1 1 Navigation 11 IQ-1 1 1 Observation 12 Per+0 2 2 Power Armor 14 </td <td></td> <td>. –</td> <td></td> <td>[1]</td> | | . – | | [1] |
| Fast-Draw (Rifle) 141 DX+1 1 Fast-Draw (Sword) 141 DX+1 1 First Aid 12‡ IQ+0 1 First Aid 12‡ IQ+0 1 Free Fall 12 DX-1 1 Gesture 12 IQ+0 1 Guns (Grenade Launcher) 16 DX+3 8 Guns (Pistol) 12 DX-1 0 Guns (Rifle) 14 DX+1 2 Interrogation 11 IQ-1 1 Jumping 13 DX+0 1 Karate 16 DX+3 16 Parry: 12 11 IQ-1 1 Knife 13 DX+0 1 Parry: 9 10 10 12 Navigation 11 IQ-1 1 Observation 12 Per+0 2 Power Armor 14 DX+2 8 Parry: 11 15 DX+2 | | | | [1] |
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| Guns (Pistol) 12 DX-1 0 Guns (Rifle) 14 DX+1 2 Interrogation 11 IQ-1 1 Jumping 13 DX+0 1 Jumping 13 DX+0 1 Karate 16 DX+3 16 Parry: 12 13 DX+0 1 Navigation 11 IQ-1 1 Observation 12 Per+0 2 Power Armor 14 DX+1 4 Saber 15 DX+2 8 Parry: 11 12 IQ+0 1 Savoir-Faire (Mobile Infantry) 12 IQ+0 1 Scrounging 12 Per+0 1 Stealth 12 DX-1 1 | Gesture | 12 | IQ+0 | [1] |
| Guns (Rifle) 14 DX+1 2 Interrogation 11 IQ-1 1 Jumping 13 DX+0 1 Jumping 13 DX+0 1 Karate 16 DX+3 16 Pary: 12 13 DX+0 1 Knife 13 DX+0 1 Parry: 9 13 DX+0 1 Navigation 11 IQ-1 1 Observation 12 Per+0 2 Power Armor 14 DX+1 4 Saber 15 DX+2 8 Parry: 11 5 DX+2 8 Savoir-Faire (Mobile Infantry) 12 IQ+0 1 Scrounging 12 Per+0 1 Search 11 Per-1 1 Stealth 12 DX-1 1 | Guns (Grenade Launcher) | 16 | DX+3 | [8] |
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| Jumping 13 DX+0 1 Karate 16 DX+3 [16 Parry: 12 13 DX+0 [1 Knife 13 DX+0 [1 Parry: 9 13 DX+0 [1 Navigation 11 IQ-1 [1 Observation 12 Per+0 [2 Power Armor 14 DX+1 [4 Saber 15 DX+2 [8 Parry: 11 15 DX+2 [8 Savoir-Faire (Mobile Infantry) 12 IQ+0 [1 Scrounging 12 Per+0 [1 Stealth 11 Per-1 [1 | Guns (Rifle) | 14 | DX+1 | [2] |
| Karate 16 DX+3 16 Parry: 12 Knife 13 DX+0 [1 Mary: 9 13 DX+0 [1 Navigation 11 IQ-1 [1 Observation 12 Per+0 [2 Power Armor 14 DX+1 [4 Saber 15 DX+2 [8 Parry: 11 15 DX+2 [8 Savoir-Faire (Mobile Infantry) 12 IQ+0 [1 Scrounging 12 Per+0 [1 Stealth 11 Per-1 [1 | Interrogation | 11 | IQ-1 | [1] |
| Parry: 12 Difference Total DX+0 Total | Jumping | 13 | DX+0 | [1] |
| Knife 13 DX+0 1 Parry: 9 Navigation 11 IQ-1 1 Navigation 11 IQ-1 1 1 Observation 12 Per+0 2 Power Armor 14 DX+1 [4 Saber 15 DX+2 [8 Parry: 11 5 DX+2 [8 Savoir-Faire (Mobile Infantry) 12 IQ+0 [1 Scrounging 12 Per+0 [1 Search 11 Per-1 [1 Stealth 12 DX-1 [1 | Karate | 16 | DX+3 | [16] |
| Parry: 9 Image: Parry: 9 Navigation 11 IQ-1 1 Observation 12 Per+0 2 Power Armor 14 DX+1 4 Saber 15 DX+2 8 Parry: 11 12 IQ+0 1 Savoir-Faire (Mobile Infantry) 12 IQ+0 1 Scrounging 12 Per+0 1 Search 11 Per-1 1 Stealth 12 DX-1 1 | | | | · · · |
| Navigation 11 IQ-1 1 Observation 12 Per+0 2 Power Armor 14 DX+1 4 Saber Party:11 15 DX+2 [8 Savoir-Faire (Mobile Infantry) 12 IQ+0 [1 Scrounging 12 Per+0 [1 Search 11 Per-1 [1 Stealth 12 DX-1 [1 | | 13 | DX+0 | [1] |
| Observation 12 Per+0 2 Power Armor 14 DX+1 4 Saber 15 DX+2 [8 Parry: 11 12 IQ+0 [1 Savoir-Faire (Mobile Infantry) 12 IQ+0 [1 Scrounging 12 Per+0 [1 Stealth 11 Per-1 [1 | | 11 | 10.1 | r 1 1 |
| Power Armor 14 DX+1 4 Saber Parry:11 15 DX+2 8 Savoir-Faire (Mobile Infantry) 12 IQ+0 1 Scrounging 12 Per+0 1 Search 11 Per-1 1 Stealth 12 DX-1 1 | | | | |
| Saber Parry: 11 15 DX+2 8 Savoir-Faire (Mobile Infantry) 12 IQ+0 1 Scrounging 12 Per+0 1 Search 11 Per-1 1 Stealth 12 DX-1 1 | | | | |
| Parry: 11 Image: Constraint of the second seco | | | | |
| Savoir-Faire (Mobile Infantry) 12 IQ+0 1 Scrounging 12 Per+0 1 Search 11 Per-1 1 Stealth 12 DX-1 1 | | 15 | DX+2 | [8] |
| Scrounging 12 Per+0 1 Search 11 Per-1 1 Stealth 12 DX-1 1 | | 12 | 10+0 | [1] |
| Search 11 Per-1 1 Stealth 12 DX-1 1 | | | | 11 |
| Stealth 12 DX-1 [1 | | | | [1] |
| | | | | |
| Strategy 11 IQ-1 [2 | | | IQ-1 | [2] |
| | | | | [<u>2</u>] |
| | | | | |
| | v | | | [12] |
| * Cond. +2 from 'Kit (Repair+)' + 1 from 'Combat Reflexes' + Cond. +1 from 'Kit (First | | | | |
| | | | | (1.11.51 |



Age:

Wt:

Spent: 275

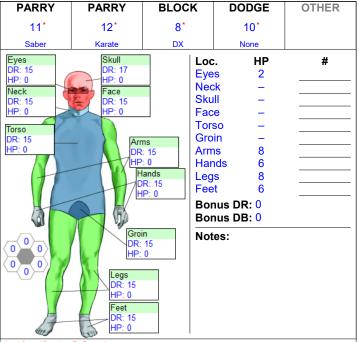
Unspent: 0

| ADVANTAGES | |
|----------------------------------|-------|
| Name | Pts |
| Ambidexterity | [5] |
| Combat Reflexes | [15] |
| Fit | [5] |
| G-Experience 5 | [5] |
| Hard to Kill 1 | [2] |
| Hard to Subdue 1 | [2] |
| High Pain Threshold | [10] |
| Roll to ignore pain: 15 (Will+3) | |
| Luck | [15] |
| Military Rank 1 (Private) | [5] |
| Signature Gear 1 (Power Armor) | [1] |
| Striking ST 1 | [5] |

DISADVANTAGESNamePtsBloodlust (Enemy Soldiers; 12 or less)[-10]Code of Honor (Mobile Infantry)[-10]Duty (Mobile Infantry)[-20]Intolerance (Bugs)[-10]Sense of Duty (Squad)[-5]

| | QUIRKS | | |
|-----------------|--------|---|-----|
| Name | | Ρ | ts |
| _Unused Quirk 1 | | [| -1] |
| _Unused Quirk 2 | | [| -1] |
| Unused Quirk 3 | | [| -1] |
| Unused Quirk 4 | | [| -1] |
| _Unused Quirk 5 | | [| -1] |

| RANGED ATTACKS | | | | | | | | | | |
|--|-------|-----------------|-----|------------------|-----|-------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Assault Rifle (Morita TW-203A) Skill used: Guns (Rifle) | 14 | 7d pi+ | 4 | 700 yd / 1500 yd | 10 | 50(2) | 10† | -4 | 3 | |
| Grenade (High Explosive) Skill used: Throwing | 16 | 9/6/3 ex+ | - | 56 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade (Nerve Gas) Skill used: Throwing | 16 | 8/8/8/8 gas | - | 56 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade (Tanglefoot) Skill used: Throwing | 16 | HT vs. Stun gas | - | 56 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade Launcher (Morita XW-110G) Skill used: Guns (Grenade Launcher) | 16 | 9/6/3 ex+ | 2 | 250 yd | 1 | 3(2) | 11 | - | 2 | |
| Pistol, Peacekeeper (Morita TW-102S) Skill used: Guns (Pistol) | 12 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |



* +1 from 'Combat Reflexes'

| | LOAD-OUTS | |
|-----|--------------------------------------|--------|
| Qty | « Equipment » | Weight |
| 1 | Assault Rifle (Morita TW-203A) | 8 lb |
| 6 | Grenade (High Explosive) | 6 lb |
| 3 | Grenade (Nerve Gas) | 3 lb |
| 3 | Grenade (Tanglefoot) | 3 lb |
| 1 | Grenade Launcher (Morita XW-110G) | 3 lb |
| 1 | Kit (First Aid) | 1 lb |
| 1 | Kit (Repair+) | 5 lb |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb |
| 1 | Saber | 1 lb |
| 1 | Tactical Armor/Helmet | 9 lb |
| | Location: all | |
| | Totals: | 42 lb |

4, 0, -15, -30, -45, -60, -75

HP loss effects are cumulative with each other and any effects suffered from FP loss. less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do

FP

3. 0. -1

Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based

- quantities, such as HP and damage. **Or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
- -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.



| ST | 20 | [| 100] | HP | 22 | [| 4] | Basic Speed <mark>6</mark> | [| <mark>5</mark>] |
|--------|------------|-----------|-------------------|------|----|---|------------------|-------------------------------|--------------------|------------------|
| DX | 13 | [| <mark>60</mark>] | Will | 14 | [| 5] | Basic Move 6 | [| <mark>0</mark>] |
| IQ | 13 | [| <mark>60</mark>] | Per | 13 | [| <mark>0</mark>] | BL 80 lb |) (ST×ST | Г)/5 |
| HT | 10* | [| <mark>0</mark>] | FP | 11 |] | 3] | ^{Thr} 2d-1 | ^{sw} 3d+2 | |
| * Conc | I. +2 from | 'Very Fit | ť | | | | | * | | |

| Vision 1 | 5* | Taste/Smell | 13 | Death Check 13 [†] |
|---|----|---|-----|---|
| Hearing 1 | 5‡ | Fright Check | 16§ | High Jump 25.78 yd |
| Touch 1 | 3 | Consciousness | 13¶ | Broad Jump 106.67 yd |
| * +2 from 'Acute Vision' † +2 from 'Very Fit', +1 from 'Hard to Kill' | ו | <pre>‡ +2 from 'Acute Hearir § +2 from 'Combat Refl</pre> | | ¶ +2 from 'Very Fit', +1 from 'Hard to Subdue' |

| SKILLS | | | |
|---|--------------------|----------|--|
| Name | Level | Relative | Pts |
| !Mobile Infantry | 12 | IQ-1 | [1] |
| Area Knowledge (Mission Area) | 13 | IQ+0 | [1] |
| Armoury (Firearms) | 13* | IQ+0 | [2] |
| Armoury (Missile Weapons) | 13* | IQ+0 | [2] |
| Armoury (Power Armor) | 13* | IQ+0 | [2] |
| Brawling | 14 | DX+1 | [2] |
| Parry: 11 | | | |
| Carousing | 11 | HT+1 | [2] |
| Climbing | 13 | DX+0 | [2] |
| Computer Hacking | 14 | IQ+1 | [12] |
| Current Affairs (Mobile Infantry) | 13 | IQ+0 | [1] |
| Electronics Operation (Communications) | 14 | IQ+1 | [4] |
| Electronics Repair (Communications) | 14* | IQ+1 | [4] |
| Electronics Repair (Security) | 13* | IQ+0 | [2] |
| Fast-Draw (Rifle) | 14† | DX+1 | [1] |
| Fast-Draw (Sword) | 14† | DX+1 | [1] |
| First Aid | 13‡ | IQ+0 | [1] |
| Free Fall | 13 | DX+0 | [2] |
| Gesture | 13 | IQ+0 | [1] |
| Guns (Pistol) | 14 | DX+1 | [2] |
| Guns (Rifle) | 14 | DX+1 | [2] |
| Guns (Rocket Launcher) | 16 | DX+3 | [8] |
| Interrogation | 12 | IQ-1 | [1] |
| Jumping | 13 | DX+0 | í 1j |
| Karate | 14 | DX+1 | [8] |
| Parry: 11 | | | |
| Knife | 13 | DX+0 | [1] |
| Parry: 9 | 12 | IQ-1 | [1] |
| Navigation | 12 15§ | Per+2 | |
| Observation | | | [2] |
| Power Armor | 14 | DX+1 | [4] |
| Saber | 13 | DX+0 | [2] |
| Parry: 10 Savoir-Faire (Mobile Infantry) | 13 | IQ+0 | [1] |
| Scrounging | 14 | Per+1 | [<u>2</u>] |
| Search | 13 | Per+0 | $\begin{bmatrix} 2 \end{bmatrix}$ |
| Stealth | 12 | DX-1 | |
| Strategy | 12 | IQ-1 | |
| Survival | 14 | Per+1 | $\begin{bmatrix} 2 \\ 4 \end{bmatrix}$ |
| Swimming | 14 | HT+1 | [4] [2] |
| v | 14 | DX+1 | [4] |
| Throwing * Cond. +1 from 'Kit (Repair)' . ± Cond. | 14 +1 from 'Kit | | [4] |
| | n 'Acute Vis | | |
| · · · · · · · · · · · · · · · · · · · | | | |



Wt:

Age:

Spent: 623 Unspent: 0

| ADVANTAGES | - | |
|--|---|------|
| Name | | Pts |
| Acute Hearing 2 | [| 4] |
| Roll to hear: 15 (Hearing) | | |
| Acute Vision 2 | [| 4] |
| Roll to see: 15 (Vision) | | |
| Ambidexterity | [| 5] |
| Combat Reflexes | [| 15] |
| Damage Resistance 50 (Semi-Ablative) | [| 200] |
| G-Experience 5 | [| 5] |
| Hard to Kill 1 | [| 2] |
| Hard to Subdue 1 | [| 2] |
| High Pain Threshold | [| 10] |
| Roll to ignore pain: 17 (Will+3) | | |
| Jump Jets (1 extra Move per encounter) | [| 20] |
| Luck | [| 15] |
| Military Rank 1 (Private) | [| 5] |
| Signature Gear 1 (Power Armor) |] | 1] |
| Super Jump 5 | Ī | 50] |
| Verv Fit |] | 151 |

| DISADVANTAGES | |
|---------------------------------|--------|
| Name | Pts |
| Code of Honor (Mobile Infantry) | [-10] |
| Duty (Mobile Infantry) | [-20] |
| Greed | [-10] |
| Intolerance (Bugs) | [-10] |
| Sense of Duty (Squad) | [-5] |

QUIRKS Name Pts _Unused Quirk 1 [-1] _Unused Quirk 2 [-1] _Unused Quirk 3 [-1] _Unused Quirk 4 [-1] _Unused Quirk 5 [-1]

| | MELEE ATTACK | S | | | | |
|------------------------|--------------|-------|-------------|-------|----|-------|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes |
| Brawling: Punch | 14 | 11 | 2d-2 cr | С | _ | |
| Skill used: Brawling | | | | | | |
| Brawling: Kick | 12 | | 2d cr | C,1 | | |
| Skill used: Brawling-2 | | | | | | |
| Karate: Punch | 14 | 11 | 2d+2 cr | C | _ | |
| Skill used: Karate | | | | | | |
| Karate: Kick | 12 | | 2d+4 cr | C,1 | | |
| Skill used: Karate-2 | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes |
| Saber | 13 | 10 | 3d+2(3) cut | 1 | 9 | |
| Skill used: Saber | | | | | | |

| | RANGED ATTACKS | | | | | | | | | |
|---|----------------|----------------|-----|------------------|-----|-------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Assault Rifle (Morita TW-203A) | 14 | 7d pi+ | 4 | 700 yd / 1500 yd | 10 | 50(2) | 10† | -4 | 3 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Flamer (integrated) | 14 | 6d burn | 6 | 50 yd / 100 yd | 1 | 10(5) | 10† | -5 | 1 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Grenade (High Explosive) | 14 | 9/6/3 ex+ | - | 70 yd | 1 | 1(T) | - | - | - | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Grenade (Nerve Gas) | 14 | 8/8/8/8 gas | - | 70 yd | 1 | 1(T) | - | - | - | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Grenade Launcher (Morita XW-110G) | 14 | 9/6/3 ex+ | 2 | 250 yd | 1 | 3(2) | 11 | - | 2 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Pistol, Peacekeeper (Morita TW-102S) | 14 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |
| Skill used: Guns (Pistol) | | | | | | | | | | |
| Rocket Launcher, Javelin (Morita SW-404): | 16 | 12/9/6/3 ex+ | 3 | 500 yd / 2.27 mi | 1 | 1(2) | 7† | -4 | 1 | |
| Primary | | | | | | | | | | |
| Skill used: Guns (Rocket Launcher) | | | | | | | | | | |
| Rocket Launcher, Javelin (Morita SW-404): | 16 | 9/6/3(2) ex+ | 3 | 500 yd / 2.27 mi | 1 | 1(2) | 7†† | -4 | 1 | |
| Shaped Charge (Holepunch) | | | | | | | | | | |
| Skill used: Guns (Rocket Launcher) | | | | | | | | | | |
| Rocket Launcher, Javelin (Morita SW-404): | 16 | 18/15/12/9/6/3 | 3 | 500 yd / 2.27 mi | 1 | 1(2) | 7++ | -4 | 1 | |
| Tac-Nuke | | ex+ | | | | . / | | | | |
| Skill used: Guns (Rocket Launcher) | | | | | | | | | | |

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|-------------------------|----------------------------------|---------------------|--|--------------------|
| 10* | 11* | 8* | 10* | |
| Saber | Karate | DX | None | |
| Eyes DR: 15 HP: 0 | Skull DR: 17 HP: 0 | Loc Eye | es 3 | # |
| Neck DR: 15 HP: 0 | Face DR: 15 HP: 0 | Neo Sku Fao | ili – | |
| Torso DR: 15 | Arm | Tor | so – | |
| | | 15 Arm 0 Har | nds 8 | |
| T | | R: 15 P: 0 | et 8 | |
| 1 | | Bo | nus DR: <mark>50†</mark> nus DB: 0 | |
| | Legs DR: 15 | 15 DR N 0 it los | ies: lotes: Armor is semi es (until it can be re or every 10 full point | paired) 1 point of |
| * +1 from 'Combat | HP: 0 Feet DR: 15 HP: 0 | † +50 fr | om 'Damage Resista | ance' |

NOTES MARAUDER POWER ARMOR

- * Visor ("Snoopers"): IR and UV vision, sensor HUD
- * Periscope: Two-foot retractable helmet periscope
- * Comms: three channel, low-orbit range
- * Jump Jets: allow an extra Move once per encounter
- * Misc: Self-contained and sealed, pressurized, 8-hour supply
- of both air and power

| | LOAD-OUTS | |
|-----|--|--------|
| Qty | « Equipment » | Weight |
| 1 | Assault Rifle (Morita TW-203A) | 8 lb |
| 1 | Flamer (integrated) | 10 lb |
| 2 | Grenade (High Explosive) | 2 lb |
| 2 | Grenade (Nerve Gas) | 2 lb |
| 1 | Grenade Launcher (Morita XW-110G) | 3 lb |
| 1 | Kit (First Aid) | 1 lb |
| 1 | Kit (Repair) | 5 lb |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb |
| 1 | Rocket Launcher, Javelin (Morita SW-404) | 4 lb |
| 1 | Saber | 1 lb |
| 1 | Tactical Armor/Helmet | 9 lb |
| | Location: all | |
| | Totals: | 48 lb |

| | 7 | 0 | 22 | 4.4 | 00 | 00 | _ |
|----|---|---|----|-----|----|----|---|
| нр | , | | | | | | |



88, -110

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up). 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do

FP

3. 0. -11

Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.



| Name: | Player: |
|----------------------------|-----------------------------|
| Race: Human | Ht: |
| Appearance: Heavy Ordnance | , Comms/Tech (out of Armor) |

| ST | 13 | [| 30] | HP | 15 | [| 4] | Basic Speed <mark>6</mark> | [5] |
|--------|----------------------------|---|-----|------|----|---|------------------|-------------------------------|--------------------|
| DX | 13 | [| 60] | Will | 14 | [| 5] | Basic Move 6 | [<mark>0</mark>] |
| IQ | 13 | [| 60] | Per | 13 | [| <mark>0</mark>] | BL 34 lb | (ST×ST)/5 |
| HT | 10* | [| 0] | FP | 11 | [| 3] | Thr 1d | ^{sw} 2d-1 |
| * Cond | * Cond. +2 from 'Very Fit' | | | | | | | | |

| Vision 13 | Taste/Smell 13 | Death Check 13* |
|---|-------------------------------|---|
| Hearing 13 | Fright Check 16 [†] | High Jump 2.42 ft |
| Touch 13 | Consciousness 13 [‡] | Broad Jump 3.33 yd |
| * +2 from 'Very Fit', +1 from 'Hard to Kill' | † +2 from 'Combat Reflexes' | ‡ +2 from 'Very Fit', +1 from 'Hard to Subdue' |

| SKILLS | | | |
|---|----------------|-------------------------|------------------------------|
| Name | Level | Relative | Pts |
| !Mobile Infantry | 12 | IQ-1 | [1] |
| Area Knowledge (Mission Area) | 13 | IQ+0 | [1] |
| Armoury (Firearms) | 13* | IQ+0 | [2] |
| Armoury (Missile Weapons) | 13* | IQ+0 | [2] [2] [2] [2] |
| Armoury (Power Armor) | 13* | IQ+0 | [2] |
| Brawling | 14 | DX+1 | [2] |
| Parry: 11 | | | |
| Carousing | 11 | HT+1 | [2] |
| Climbing | 13 | DX+0 | [2] |
| Computer Hacking | 14 | IQ+1 | [12] |
| Current Affairs (Mobile Infantry) | 13 | IQ+0 | [1] |
| Electronics Operation (Communications) | 14 | IQ+1 | [4] |
| Electronics Repair (Communications) | 14* | IQ+1 | [4] |
| Electronics Repair (Security) | 13* | IQ+0 | [2] |
| Fast-Draw (Rifle) | 14† | DX+1 | [1] |
| Fast-Draw (Sword) | 14† | DX+1 | [1] |
| First Aid | 13‡ | IQ+0 | [1] |
| Free Fall | 13 | DX+0 | í 21 |
| Gesture | 13 | IQ+0 | i 1i |
| Guns (Pistol) | 14 | DX+1 | i 21 |
| Guns (Rifle) | 14 | DX+1 | 21 |
| Guns (Rocket Launcher) | 16 | DX+3 | 18 1 |
| Interrogation | 12 | IQ-1 | í 11 |
| Jumping | 13 | DX+0 | i 1i |
| Karate | 14 | DX+1 | [8] |
| Parry: 11 | | | 1 |
| Knife | 13 | DX+0 | [1] |
| Parry: 9 | | | |
| Navigation | 12 | IQ-1 | [1] |
| Observation | 13 | Per+0 | [2] |
| Power Armor | 14 | DX+1 | [4] |
| Saber | 13 | DX+0 | [2] |
| Parry: 10 | 13 | 10.0 | r 41 |
| Savoir-Faire (Mobile Infantry) | | IQ+0 | [1] |
| Scrounging | 14 | Per+1 | [2] |
| Search | 13 | Per+0 | [2] |
| Stealth | 12 | DX-1 | [1] |
| Strategy | 12 | IQ-1 | [2] |
| Survival | 14 | Per+1 | [4] |
| Swimming | 11 | HT+1 | [2] |
| Throwing | 14 | DX+1 | [4] |
| * Cond. +1 from 'Kit (Repair)' + +1 from 'Combat Reflex | es' ‡ C Aid | ond. +1 from 'Kit I' | (First |



Age:

Wt:

Spent: 275 Unspent: 0

| ADVANTAGES | |
|----------------------------------|-------|
| Name | Pts |
| Ambidexterity | [5] |
| Combat Reflexes | [15] |
| G-Experience 5 | [5] |
| Hard to Kill 1 | [2] |
| Hard to Subdue 1 | [2] |
| High Pain Threshold | [10] |
| Roll to ignore pain: 17 (Will+3) | |
| Luck | [15] |
| Military Rank 1 (Private) | [5] |
| Signature Gear 1 (Power Armor) | [1] |
| Very Fit | Ī 15Ī |

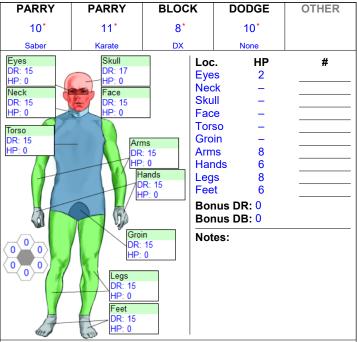
| DISADVANTAGES | |
|---------------------------------|--------|
| Name | Pts |
| Code of Honor (Mobile Infantry) | [-10] |
| Duty (Mobile Infantry) | [-20] |
| Greed | [-10] |
| Intolerance (Bugs) | [-10] |
| Sense of Duty (Squad) | [-5] |

| | QUIRKS |
|-----------------|--------|
| Name | Pts |
| _Unused Quirk 1 | [-1] |
| Unused Quirk 2 | [-1] |
| Unused Quirk 3 | [-1] |
| Unused Quirk 4 | [-1] |
| _Unused Quirk 5 | [-1] |

The Only Good Bug... (Orccon 2019)

| | MELEE ATTACKS | ; | | | | |
|------------------------|---------------|-------|-----------|-------|----|-------|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes |
| Brawling: Punch | 14 | 11 | 1d-1 cr | С | _ | |
| Skill used: Brawling | | | | | | |
| Brawling: Kick | 12 | | 1d+1 cr | C,1 | _ | |
| Skill used: Brawling-2 | | | | | | |
| Karate: Punch | 14 | 11 | 1d+1 cr | C | _ | |
| Skill used: Karate | | | | | | |
| Karate: Kick | 12 | | 1d+3 cr | C,1 | | |
| Skill used: Karate-2 | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes |
| Saber | 13 | 10 | 2d(3) cut | 1 | 9 | |
| Skill used: Saber | | | | | | |

| RANGED ATTACKS | | | | | | | | | | |
|---|-------|-------------|-----|------------------|-----|-------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Assault Rifle (Morita TW-203A) Skill used: Guns (Rifle) | 14 | 7d pi+ | 4 | 700 yd / 1500 yd | 10 | 50(2) | 10† | -4 | 3 | |
| Grenade (High Explosive) Skill used: Throwing | 14 | 9/6/3 ex+ | - | 45 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade (Nerve Gas) Skill used: Throwing | 14 | 8/8/8/8 gas | - | 45 yd | 1 | 1(T) | - | - | - | [2] |
| Grenade Launcher (Morita XW-110G) Skill used: Guns (Rifle) | 14 | 9/6/3 ex+ | 2 | 250 yd | 1 | 3(2) | 11 | - | 2 | |
| Pistol, Peacekeeper (Morita TW-102S) Skill used: Guns (Pistol) | 14 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |



+1 from 'Combat Reflexes'

| | LOAD-OUTS | |
|-----|--------------------------------------|---------|
| Qty | « Equipment » | Weight |
| 1 | Assault Rifle (Morita TW-203A) | 8 lb |
| 2 | Grenade (High Explosive) | 2 lb |
| 1 | Grenade Launcher (Morita XW-110G) | 3 lb |
| 1 | Kit (First Aid) | 1 lb |
| 1 | Kit (Repair) | 5 lb |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb |
| 1 | Saber | 1 lb |
| 1 | Tactical Armor/Helmet | 9 lb |
| | Location: all | |
| | Totals | : 32 lb |

HP

FP 4, 0, -15, -30, -45, -60, -75 3. 0. -11 HP loss effects are cumulative with each other and any effects suffered from FP loss.

Bess than 1/3 HP: Dodge/2 and Move/2 (round up).
 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do

Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
 0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing,

on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.



Age:

CHARACTER SHEET

| ST | 19 | [| 90] | HP | 19 | [| <mark>0</mark>] | Basic Speed | 6.25 | [| 5] |
|-------|-----------------------|---|-------------------|-------|-------|--------------------------|------------------|----------------|-------|------------------|---------|
| DX | 14 | [| 80] | Will | 13 | [| 0] | Basic Move | 8 | [| 10] |
| IQ | 13 | [| <mark>60</mark>] | Per | 14 | [| <mark>5</mark>] | BL | 72 lb |) (S | T×ST)/5 |
| HT | 10 | [| <mark>0</mark>] | FP | 11 |] | 3] | Thr 20 | d-1 | ^{Sw} 3c | l+1 |
| Visia | - | | 10* | Test | | - 11 | 4.4 | Deet | | ماد | 11† |
| Visio | n | | 16* | Taste | 3/Sm | ell | 14 | Deal | h Che | СК | 111 |
| Hear | ing | | 16‡ | Frigh | t Che | eck | 15§ | High Ju | ump | 135.1 | 1 yd |
| Touc | h | | 14 | Cons | cious | sness | 11¶ | Broad | Jump | 554.6 | 7 yd |
| | om 'Acute om 'Hard | | | | | ute Hearin mbat Refle | | | | | lue' |

| SKIL | LS | | |
|---|-----------------------|----------|--|
| Name | Level | Relative | Pts |
| !Mobile Infantry | 12 | IQ-1 | [1] |
| Animal Handling (Neodogs) | 15 | IQ+2 | [8] |
| Area Knowledge (Mission Area) | 13 | IQ+0 | [1] |
| Armoury (Firearms) | 12* | IQ-1 | [1] |
| Armoury (Neodog Shell) | 14* | IQ+1 | [4] |
| Armoury (Power Armor) | 13* | IQ+0 | [2] |
| Brawling | 14 | DX+0 | [1] |
| Parry: 11 | | | |
| Climbing | 13 | DX-1 | [1] |
| Computer Hacking | 10 | IQ-3 | [1] |
| Current Affairs (Mobile Infantry) | 10 | IQ-3 | [0] |
| Diagnosis (Human) | 13 | IQ+0 | [4] |
| Electronics Operation (Sensors) | 14 | IQ+1 | [4] |
| Electronics Repair (Sensors) | 14* | IQ+1 | [4] |
| Fast-Draw (Rifle) | 15† | DX+1 | [1] |
| Fast-Draw (Sword) | 15† | DX+1 | [1] |
| First Aid | 15‡ | IQ+2 | [4] |
| Free Fall | 13 | DX-1 | [1] |
| Gesture | 13 | IQ+0 | [1] |
| Guns (Pistol) | 14 | DX+0 | í <u>1</u>] |
| Guns (Rifle) | 15 | DX+1 | i 21 |
| Interrogation | 12 | IQ-1 | î <u>1</u>] |
| Jumping | 14 | DX+0 | i 1i |
| Karate | 15 | DX+1 | i 81 |
| Parry: 11 | | | |
| Knife | 14 | DX+0 | [1] |
| Parry: 10 | 10 | IQ+0 | r 01 |
| Navigation | 13 16§ | | [2] [2] |
| Observation | | Per+2 | [2] [8] |
| Physician (Human) | 14 | IQ+1 | |
| Power Armor | 13 | DX-1 | [1] |
| Saber | 14 | DX+0 | [2] |
| Parry: 11 Savoir-Faire (Mobile Infantry) | 13 | IQ+0 | [1] |
| Scrounging | 10 | Per-4 | [0] |
| Search | 13 | Per-1 | [1] |
| Stealth | 14 | DX+0 | |
| Strategy | 14 | IQ-1 | [2] [2] [1] |
| Survival | 13 | Per-1 | |
| Swimming | 11 | HT+1 | [2] |
| Throwing | 15 | DX+1 | $\begin{bmatrix} 2 \\ 4 \end{bmatrix}$ |
| * Cond. +1 from 'Kit (Repair)' | ‡ Cond. +2 from 'Kit | | L +] |
| † +1 from 'Combat Reflexes' | § +2 from 'Acute Visi | ion' | |
| , | | | |



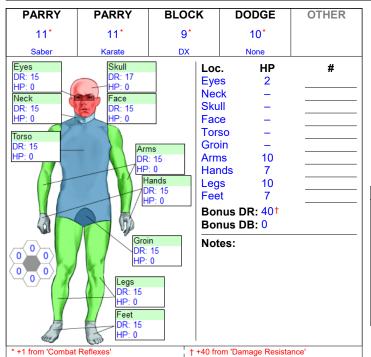
| ADVANTAGES | | |
|---|---|------|
| Name | | Pts |
| Acute Hearing 2 | [| 4] |
| Roll to hear: 16 (Hearing) | | |
| Acute Vision 2 | [| 4] |
| Roll to see: 16 (Vision) | _ | |
| Ambidexterity | [| 5] |
| Bonded Neodog | [| 30] |
| Combat Reflexes | [| 15] |
| Damage Resistance 40 (Semi-Ablative) | [| 160] |
| G-Experience 5 | [| 5] |
| Hard to Kill 1 | [| 2] |
| Hard to Subdue 1 | [| 2] |
| High Pain Threshold | [| 10] |
| Roll to ignore pain: 16 (Will+3) | - | - |
| Jump Jets (2 extra Moves per encounter) | [| 30] |
| Luck | [| 15] |
| Military Rank 1 (Private) | [| 5] |
| Mindlink (Neodog) | [| 20] |
| Signature Gear 1 (Power Armor) | [| 1] |
| Super Jump 7 | [| 70] |

| DISADVANTAGES | |
|---------------------------------|--------|
| Name | Pts |
| Code of Honor (Mobile Infantry) | [-10] |
| Duty (Mobile Infantry) | [-20] |
| Intolerance (Bugs) | [-10] |
| Psychic Addiction (Neodog) | [-30] |
| Sense of Duty (Squad) | [-5] |
| Sense of Duty (Neodog) | [-10] |

| | QUIRKS | |
|-----------------|--------|-------|
| Name | | Pts |
| _Unused Quirk 1 | | [-1] |
| Unused Quirk 2 | | [-1] |
| _Unused Quirk 3 | | [-1] |
| _Unused Quirk 4 | | [-1] |
| Unused Quirk 5 | | [-1] |

| | MELEE ATTACK | 6 | | | | |
|------------------------|--------------|-------|-----------|-------|----|-------|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes |
| Brawling: Punch | 14 | 11 | 2d-2 cr | С | _ | |
| Skill used: Brawling | | | | | | |
| Brawling: Kick | 12 | | 2d cr | C,1 | _ | |
| Skill used: Brawling-2 | | | | | | |
| Karate: Punch | 15 | 11 | 2d+2 cr | C | - | |
| Skill used: Karate | | | | | | |
| Karate: Kick | 13 | _ | 2d+4 cr | C,1 | _ | |
| Skill used: Karate-2 | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes |
| Saber | 14 | 11 | 2d(3) cut | 1 | 9 | |
| Skill used: Saber | | | | | | |

| RANGED ATTACKS | | | | | | | | | | |
|--------------------------------------|-------|-------------|-----|------------------|-----|---------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Flamer (integrated) | 15 | 6d burn | 6 | 50 yd / 100 yd | 1 | 10(5) | 10† | -5 | 1 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Grenade (High Explosive) | 15 | 9/6/3 ex+ | - | 66 yd | 1 | 1(T) | - | - | _ | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Grenade (Nerve Gas) | 15 | 8/8/8/8 gas | - | 66 yd | 1 | 1(T) | _ | _ | _ | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Pistol, Peacekeeper (Morita TW-102S) | 14 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |
| Skill used: Guns (Pistol) | | | | | | | | | | |
| Shredder Rifle (Morita TW-207A) | 15 | 4d(2) pi+ | 4 | 500 yd / 1000 yd | 20 | 100(3) | 10† | -4 | 2 | |
| Skill used: Guns (Rifle) | | · · · · | | | | · · · · | | | | |



| | LOAD-OUTS | | | | | | |
|-----|--------------------------------------|--------|--|--|--|--|--|
| Qty | « Equipment » | Weight | | | | | |
| 2 | Grenade (High Explosive) | 2 lb | | | | | |
| 2 | Grenade (Nerve Gas) | 2 lb | | | | | |
| 1 | Kit (First Aid+) | 1 lb | | | | | |
| 1 | Kit (Repair) | 5 lb | | | | | |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb | | | | | |
| 1 | Saber | 1 lb | | | | | |
| 2 | Shredder Rifle (Morita TW-207A) | 16 lb | | | | | |
| 1 | Tactical Armor/Helmet | 9 lb | | | | | |
| | Location: all | | | | | | |
| | Totals: | 39 lb | | | | | |

HP

6, 0, -19, -38, -57, -76, -95

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up). 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do

FP

3 0 -1

Human

Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based

quantities, such as HP and damage. **0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing,

- on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
- -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

NOTES **SCOUT POWER ARMOR**

* Visor ("Snoopers"): IR and UV vision, sensor HUD

- * **Periscope**: Two-foot retractable helmet periscope
- * **Comms**: three channel, low-orbit range
- * Jump Jets: allow two extra Moves per encounter
- * Misc: Self-contained and sealed, pressurized, 8-hour supply of both air and power

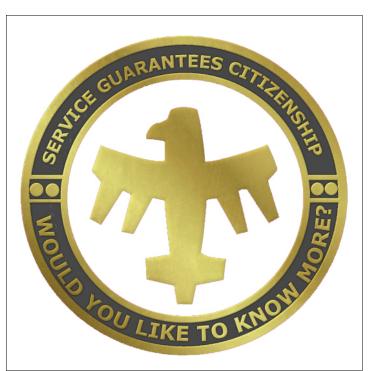
The Only Good Bug... (Orccon 2019)



| Name: | Player: | |
|---|------------------|-----|
| Race: Human | Ht: | Wt: |
| Appearance: Neodog Handler, Medic-Sensors | s (out of Armor) | |

| ST 12 [| 20] | HP 12 | [0] | Basic Speed 6.25 | [5] | | |
|--------------------------|-------------------|---------------------|-----------|----------------------------|--------------------|--|--|
| DX 14 [| 80] | Will 13 | [0] | Basic Move 8 | [10] | | |
| IQ 13 [| <mark>60</mark>] | Per 14 | [5] | BL 29 l b |) (ST×ST)/5 | | |
| HT 10 [| <mark>0</mark>] | FP 11 | [3] | ^{Thr} 1d-1 | ^{sw} 1d+2 | | |
| Vision | 14 | Taste/Smell | 14 | Death Che | ck 11* | | |
| Hearing | 14 | Fright Check | 15† | High Jump | | | |
| Touch | 14 | Consciousnes | s 11‡ | Broad Jum | p 4.33 yd | | |
| * +1 from 'Hard to Kill' | | + +2 from 'Combat I | Reflexes' | ‡ +1 from 'Hard to Subdue' | | | |

| Name Level Relative Pts IMobile Infantry 12 IQ-1 1 Animal Handling (Neodogs) 15 IQ+2 83 Area Knowledge (Mission Area) 13 IQ+0 11 Armoury (Neodog Shell) 14* IQ+1 [4] Armoury (Neodog Shell) 14* IQ+0 [2] Brawling 14* IQ+0 [2] Brawling 14 DX+0 [1] Parry: 11 0 IQ-3 [1] Current Affairs (Mobile Infantry) 10 IQ-3 [0] Diagnosis (Human) 13 IQ+0 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+2 [4] Frast-Draw (Rifle) 15* DX+1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Jumping 14 DX+0 [1] Navigation | SKILLS | | | |
|--|---------------------------------------|-------|----------|--------------|
| Animal Handling (Neodogs) 15 IQ+2 8 Area Knowledge (Mission Area) 13 IQ+0 11 Armoury (Firearms) 12* IQ-1 11 Armoury (Neodog Shell) 14* IQ+1 4 Armoury (Power Armor) 13* IQ+0 2 Brawling 14 DX+0 [1] Parry: 11 0 IQ-3 1 1] Computer Hacking 10 IQ-3 1 1] Current Affairs (Mobile Infantry) 10 IQ-3 0 1] Diagnosis (Human) 13 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15* DX+1 1] 1] Fast-Draw (Sword) 15* DX+1 1] 1] IGesture 13 IQ+0 1] IQ+1 [1] IQ+1 [1] IQ+1 1] IQ+1 | Name | Level | Relative | Pts |
| Area Knowledge (Mission Area) 13 IQ+0 [1] Armoury (Firearms) 12* IQ-1 [1] Armoury (Neodog Shell) 14* IQ+1 [4] Armoury (Power Armor) 13* IQ+0 [2] Brawling 14 DX+0 [1] Parry: 11 14 DX+0 [1] Climbing 13 DX-1 [1] Computer Hacking 10 IQ-3 [0] Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rife) 15† DX+1 [1] Fast-Draw (Rife) 15† DX+1 [1] Gens (Pistol) 14 DX+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 | !Mobile Infantry | 12 | | [1] |
| Area Knowledge (Mission Area) 13 IQ+0 [1] Armoury (Firearms) 12* IQ-1 [1] Armoury (Neodog Shell) 14* IQ+1 [4] Armoury (Power Armor) 13* IQ+0 [2] Brawling 14 DX+0 [1] Parry: 11 14 DX+0 [1] Climbing 13 DX-1 [1] Computer Hacking 10 IQ-3 [0] Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rife) 15† DX+1 [1] Fast-Draw (Rife) 15† DX+1 [1] Gens (Pistol) 14 DX+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 | Animal Handling (Neodogs) | 15 | IQ+2 | [8] |
| Armoury (Firearms) 12* IQ-1 1 Armoury (Neodog Shell) 14* IQ+1 4 Armoury (Power Armor) 13* IQ+0 [2] Brawling 14* DX+0 [1] Parry: 11 14 DX+0 [1] Climbing 13 DX-1 [1] Current Affairs (Mobile Infantry) 10 IQ-3 [0] Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Frast-Draw (Rifle) 15† DX+1 [1] Frast-Draw (Rifle) 15† DX+1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1]< | Area Knowledge (Mission Area) | 13 | IQ+0 | [1] |
| Armoury (Power Armor) 13* IQ+0 2 Brawling 14 DX+0 [1] Parry: 11 11 DX+0 [1] Climbing 13 DX-1 [1] Computer Hacking 10 IQ-3 [1] Current Affairs (Mobile Infantry) 10 IQ-3 [0] Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15† DX+1 [1] Fast-Draw (Sword) 15† DX+1 [1] Guns (Pistol) 14 DX+0 [1] Guns (Pistol) 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Pary: 10 12 IQ-1 [1] Navigation 13 IQ+0 [2] <t< td=""><td></td><td>12*</td><td>IQ-1</td><td>[1]</td></t<> | | 12* | IQ-1 | [1] |
| Armoury (Power Armor) 13* IQ+0 2 Brawling 14 DX+0 [1] Parry: 11 13 DX-1 [1] Climbing 13 DX-1 [1] Computer Hacking 10 IQ-3 [1] Current Affairs (Mobile Infantry) 10 IQ-3 [0] Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+2 [4] Fast-Draw (Rifle) 15† DX+1 [1] Fast-Draw (Sword) 15† DX+1 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Arate 15 DX+1 [8] Pary: 11 13 IQ+0 [2] | Armoury (Neodog Shell) | 14* | IQ+1 | i 41 |
| Brawling 14 DX+0 1 Parry: 11 13 DX-1 1 Climbing 13 DX-1 1 Computer Hacking 10 IQ-3 1 Current Affairs (Mobile Infantry) 10 IQ-3 0 Diagnosis (Human) 13 IQ+0 4 Electronics Operation (Sensors) 14 IQ+1 4 Electronics Repair (Sensors) 14* IQ+1 4 Fast-Draw (Rifle) 15† DX+1 1 Fast-Draw (Sword) 15† DX+1 1 Gesture 13 IQ+0 1 Guns (Pistol) 14 DX+0 1 Guns (Rifle) 15 DX+1 2 Interrogation 12 IQ-1 1 Jumping 14 DX+0 1 Karate 15 DX+1 2 Pary: 10 14 DX+0 1 Navigation 13 IQ+0 2 Observation 14 DX+0 2 Pary: 10 13 | | 13* | IQ+0 | i 21 |
| Climbing 13 DX-1 1 Computer Hacking 10 IQ-3 1 Current Affairs (Mobile Infantry) 10 IQ-3 0 Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15† DX+1 [1] Fast-Draw (Rifle) 15† DX+1 [1] Gesture 13 IQ+0 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Marife 15 DX+1 [2] Pary: 10 13 IQ+0 [2] Navigation 13 IQ+0 <t< td=""><td></td><td>14</td><td>DX+0</td><td>į 1j</td></t<> | | 14 | DX+0 | į 1j |
| Computer Hacking 10 IQ-3 1 Current Affairs (Mobile Infantry) 10 IQ-3 0 Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Operation (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15* DX+1 [1] Fast-Draw (Sword) 15* DX+1 [1] First Aid 15* DX+1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Marigation 13 IQ+0 [2] Navigation 13 IQ+0 [2] Navigation 13 IQ+0 [2] Physician (Human) 14 DX+0 [2] Pary: 11 14 DX+0 <td></td> <td></td> <td></td> <td></td> | | | | |
| Current Affairs (Mobile Infantry) 10 IQ-3 0 Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15* DX+1 [1] Fast-Draw (Sword) 15* DX+1 [1] First Aid 15* DX+1 [1] Gesture 13 DX-1 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Varate 15 DX+1 [8] Pary: 10 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 DX+0 [2] Physician (Human) 14 IQ+0 [2] Physician (Human) 14 IQ+0 | | - | | |
| Diagnosis (Human) 13 IQ+0 [4] Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15* DX+1 [1] Fast-Draw (Sword) 15* DX+1 [1] First Aid 15* IQ+2 [4] Free Fall 13 DX-1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Variate 15 DX+1 [8] Pary: 10 14 DX+0 [2] Navigation 13 IQ+0 [2] Observation 14 DX+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] </td <td>Computer Hacking</td> <td></td> <td></td> <td>L 'J</td> | Computer Hacking | | | L 'J |
| Electronics Operation (Sensors) 14 IQ+1 [4] Electronics Repair (Sensors) 14* IQ+1 [4] Fast-Draw (Rifle) 15t DX+1 [1] Fast-Draw (Sword) 15t DX+1 [1] Free Fall 13 DX-1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Pary: 10 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Pary: 11 13 IQ+0 [2] Saber 14 DX+0 [2] Physician (Human) 14 IQ+1 [8] | | | | |
| Electronics Repair (Sensors) 14* IQ+1 4 Fast-Draw (Rifle) 15t DX+1 1 Fast-Draw (Sword) 15t DX+1 1 First Aid 15t DX+1 1 First Aid 15t IQ+2 4 Free Fall 13 IQ+0 1 Gesture 13 IQ+0 1 Guns (Pistol) 14 DX+0 1 Guns (Rifle) 15 DX+1 2 Interrogation 12 IQ-1 1 Jumping 14 DX+0 1 Karate 15 DX+1 8 Pary: 10 14 DX+0 1 Navigation 13 IQ+0 2 Observation 14 Per+0 2 Physician (Human) 14 IQ+1 8 Power Armor 13 DX+1 1 Saber 14 DX+0 2 Pary: 11 13 <t< td=""><td></td><td></td><td></td><td></td></t<> | | | | |
| Fast-Draw (Rifle) 15t DX+1 [1] Fast-Draw (Sword) 15t DX+1 [1] First Aid 15t DX+1 [1] First Aid 15t IQ+2 [4] Free Fall 13 DX-1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Pary: 10 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+0 [2] Pary: 11 13 DX-1 [1] Saber 14 DX+0 [2] Physician (Human) 14 IQ+0 [1] Scounging 10 Per-4 [0] Search 13 IQ+0 < | | | | L 1 |
| Fast-Draw (Sword) 15† DX+1 1 First Aid 15‡ IQ+2 [4] Free Fall 13 DX-1 [1] Gesture 13 IQ+0 [1] Guns (Pistol) 14 DX+0 [1] Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Parry: 11 15 DX+1 [8] Navigation 13 IQ+0 [2] Observation 14 DX+0 [1] Pary: 10 14 DX+0 [2] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+0 [2] Pary: 11 13 DX-1 [1] Saber 13 DX-1 [1] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-1 | | | | |
| First Aid 15‡ IQ+2 4 Free Fall 13 DX-1 1 Gesture 13 IQ+0 1 Guns (Pistol) 14 DX+0 1 Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Parry: 11 Knife 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 DX+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Pary: 11 | Fast-Draw (Rifle) | 15† | | L J |
| Free Fall 13 DX-1 1 Gesture 13 IQ+0 1 Guns (Pistol) 14 DX+0 1 Guns (Rifle) 15 DX+1 2 Interrogation 12 IQ-1 1 Jumping 14 DX+0 1 Jumping 14 DX+0 1 Karate 15 DX+1 8 Pary: 11 15 DX+1 8 Knife 14 DX+0 1 Parry: 10 13 IQ+0 2 Navigation 13 IQ+0 2 Observation 14 Per+0 2 Physician (Human) 14 IQ+1 8 Power Armor 13 DX-1 1 Saber 13 DX+1 1 Savoir-Faire (Mobile Infantry) 13 IQ+0 1 Scrounging 10 Per-4 0 Search 13 Per-1 1 Strategy 12 IQ-1 2 Swimming | Fast-Draw (Sword) | | DX+1 | [1] |
| Gesture 13 IQ+0 1 Guns (Pistol) 14 DX+0 1 Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Parry: 11 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 13 IQ+0 [1] Scounging 10 Per-4 [0] Search 13 Per-1 [1] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] | First Aid | 15‡ | IQ+2 | |
| Guns (Pistol) 14 DX+0 1 Guns (Rifle) 15 DX+1 [2] Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Parry: 11 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 13 IQ+0 [1] Scounging 10 Per-4 [0] Search 13 Per-1 [1] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11% HT+1 [2] | Free Fall | 13 | DX-1 | [1] |
| Guns (Rifle) 15 DX+1 2 Interrogation 12 IQ-1 [1] Jumping 14 DX+0 [1] Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Parry: 11 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 | Gesture | 13 | IQ+0 | [1] |
| Interrogation 12 IQ-1 1 Jumping 14 DX+0 [1] Karate 15 DX+1 [8] Parry: 11 14 DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 14 DX+1 [8] Saber 14 DX+0 [2] Parry: 11 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 13 IQ+0 [1] Scounging 10 Per-4 [0] Search 13 Per-1 [1] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11§ HT+1 | Guns (Pistol) | 14 | DX+0 | [1] |
| Jumping 14 DX+0 1 Karate 15 DX+1 [8] Parry: 11 I DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 1 Saber [14] DX+0 [2] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Saber Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Staetch 13 Per-1 [1] Steatth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] *Cond. +1 | Guns (Rifle) | 15 | DX+1 | [2] |
| Karate 15 DX+1 8 Parry: 11 Id DX+0 [1] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 1 14 DX+0 [2] Saber 14 DX+0 [2] 1 Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] | Interrogation | 12 | IQ-1 | [1] |
| Parry: 11 Image: 1 Display item Display item <thdisplay item<="" th=""> Display item</thdisplay> | Jumping | 14 | DX+0 | [1] |
| Knife 14 DX+0 [1] Pary: 10 13 IQ+0 [2] Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Party: 11 1 14 DX+0 [2] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] | Karate | 15 | DX+1 | [8] |
| Parry: 10 Image: 10 Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 13 IQ+0 [1] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] | | | | |
| Navigation 13 IQ+0 [2] Observation 14 Per+0 [2] Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Parry: 11 14 DX+0 [2] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] | | 14 | DX+0 | [1] |
| Observation 14 Per+0 2 Physician (Human) 14 IQ+1 [8] Power Armor 13 DX-1 [1] Saber 14 DX+0 [2] Party: 11 14 DX+0 [2] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11§ HT+1 [2] Throwing 15 DX+1 [4] | | 12 | 1010 | r <u>0</u> 1 |
| Physician (Human) 14 IQ+1 8 Power Armor 13 DX-1 1 Saber 14 DX+0 [2] Parry: 11 13 IQ+0 [1] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11§ HT+1 [2] Throwing 15 DX+1 [4] *Cond. +1 from 'Kit (Repair)' ± Cond. +2 from 'Kit (First Aid+)' | | - | | |
| Power Armor 13 DX-1 1 Saber 14 DX+0 [2] Parry: 11 13 IQ+0 [1] Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11§ HT+1 [2] Throwing 15 DX+1 [4] *Cond. +1 from 'Kit (Repair)' + Cond. +2 from 'Kit (First Aid+)' [4] | | | | |
| Saber Parry: 11 14 DX+0 2] Savoir-Faire (Mobile Infantry) 13 IQ+0 1 Scounging 10 Per-4 0] Search 13 Per-1 1 Stealth 14 DX+0 2] Strategy 12 IQ-1 2] Survival 13 Per-1 1 Swimming 11\$ HT+1 2] Throwing 15 DX+1 4] | | | | |
| Parry: 11 Image: Constraint of the second seco | | | | |
| Savoir-Faire (Mobile Infantry) 13 IQ+0 [1] Scrounging 10 Per-4 [0] Search 13 Per-1 [1] Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] * Cond. +1 from 'Kit (Repair)' +2 from 'Kit (First Aid+)' | | 14 | DX+0 | [2] |
| Scrounging 10 Per-4 0 Search 13 Per-1 1 Stealth 14 DX+0 2 Strategy 12 IQ-1 2 Survival 13 Per-1 1 Swimming 11\$ HT+1 2 Throwing 15 DX+1 4 | | 13 | 10+0 | [1] |
| Search 13 Per-1 1 Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] | | - | | L 3 |
| Stealth 14 DX+0 [2] Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] * Cond. +1 from 'Kit (Repair)' , ‡ Cond. +2 from 'Kit (First Aid+)' [4] | | | | |
| Strategy 12 IQ-1 [2] Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] * Cond. +1 from 'Kit (Repair)' ‡ Cond. +2 from 'Kit (First Aid+)' • | | | | |
| Survival 13 Per-1 [1] Swimming 11\$ HT+1 [2] Throwing 15 DX+1 [4] * Cond. +1 from 'Kit (Repair)' , ‡ Cond. +2 from 'Kit (First Aid+)' [4] | | | | [2] |
| Swimming 11\$ HT+1 2 Throwing 15 DX+1 4 * Cond. +1 from 'Kit (Repair)' , ‡ Cond. +2 from 'Kit (First Aid+)' | | | | |
| Throwing 15 DX+1 [4] * Cond. +1 from 'Kit (Repair)' , ‡ Cond. +2 from 'Kit (First Aid+)' | | - | | |
| * Cond. +1 from 'Kit (Repair)' ‡ Cond. +2 from 'Kit (First Aid+)' | v | | | |
| | U U U U U U U U U U U U U U U U U U U | | | [4] |
| | | | | ty' |



Age:

Spent: 275 Unspent: 0

| ADVANTAGES | | | | | |
|----------------------------------|-------|--|--|--|--|
| Name | Pts | | | | |
| Ambidexterity | [5] | | | | |
| Bonded Neodog | [30] | | | | |
| Combat Reflexes | [15] | | | | |
| G-Experience 5 | [5] | | | | |
| Hard to Kill 1 | [2] | | | | |
| Hard to Subdue 1 | [2] | | | | |
| High Pain Threshold | [10] | | | | |
| Roll to ignore pain: 16 (Will+3) | | | | | |
| Luck | [15] | | | | |
| Military Rank 1 (Private) | [5] | | | | |
| Signature Gear 1 (Power Armor) | [1] | | | | |

| DISADVANTAGES | | | | | |
|---------------------------------|--------|--|--|--|--|
| Name | Pts | | | | |
| Code of Honor (Mobile Infantry) | [-10] | | | | |
| Duty (Mobile Infantry) | [-20] | | | | |
| Intolerance (Bugs) | [-10] | | | | |
| Psychic Addiction (Neodog) | [-30] | | | | |
| Sense of Duty (Squad) | [-5] | | | | |
| OUIRKS | | | | | |

| QUIRKS | | |
|-----------------|-----|-----|
| Name | Pt | s |
| _Unused Quirk 1 | [| -1] |
| _Unused Quirk 2 | [| -1] |
| _Unused Quirk 3 | [| -1] |
| _Unused Quirk 4 | [| -1] |
| _Unused Quirk 5 | [' | -1] |

| | MELEE ATTACKS | | | | | |
|------------------------|---------------|-------|-----------|-------|----|-------|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes |
| Brawling: Punch | 14 | 11 | 1d-2 cr | С | _ | |
| Skill used: Brawling | | | | | | |
| Brawling: Kick | 12 | | 1d cr | C,1 | _ | |
| Skill used: Brawling-2 | | | | | | |
| Karate: Punch | 15 | 11 | 1d cr | C | - | |
| Skill used: Karate | | | | | | |
| Karate: Kick | 13 | | 1d+2 cr | C,1 | | |
| Skill used: Karate-2 | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes |
| Saber | 14 | 11 | 2d(3) cut | 1 | 9 | |
| Skill used: Saber | | | | | | |

| RANGED ATTACKS | | | | | | | | | | |
|--------------------------------------|-------|-------------|-----|------------------|-----|--------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Grenade (High Explosive) | 15 | 9/6/3 ex+ | - | 42 yd | 1 | 1(T) | - | - | - | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Grenade (Nerve Gas) | 15 | 8/8/8/8 gas | - | 42 yd | 1 | 1(T) | - | - | - | [2] |
| Skill used: Throwing | | - | | | | | | | | |
| Pistol, Peacekeeper (Morita TW-102S) | 14 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |
| Skill used: Guns (Pistol) | | | | | | | | | | |
| Shredder Rifle (Morita TW-207A) | 15 | 4d(2) pi+ | 4 | 500 yd / 1000 yd | 20 | 100(3) | 10† | -4 | 2 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|---|---|---|---|-------|
| 11* | 11* | 9* | 9/10* | |
| Saber | Karate | DX | Light | |
| Saber Eyes DR: 15 HP: 0 Neck DR: 15 HP: 0 Torso DR: 15 HP: 0 0 0 0 0 0 0 | Skull DR: 17 HP: 0 Face DR: 15 HP: 0 Arm DR: HP: 0 HP: 10 HP: | Loc Eye Nec Sku Fac Tor Gro Arm 0 Har Leg Fee Boi Boi Not | HP ss 2 ck - ll - so - in - ns 7 nds 5 is 7 is 7 nds 5 ns 7 nus DR: 0 | # |
| • +1 from 'Combat | Legs DR: 15 HP: 0 Feet DR: 15 HP: 0 | | | |

| | LOAD-OUTS | | | | | | |
|-----|--------------------------------------|---------|--|--|--|--|--|
| Qty | « Equipment » | Weight | | | | | |
| 2 | Grenade (High Explosive) | 2 lb | | | | | |
| 2 | Grenade (Nerve Gas) | 2 lb | | | | | |
| 1 | Kit (First Aid+) | 1 lb | | | | | |
| 1 | Kit (Repair) | 5 lb | | | | | |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb | | | | | |
| 1 | Saber | 1 lb | | | | | |
| 2 | Shredder Rifle (Morita TW-207A) | 10 lb | | | | | |
| 1 | Tactical Armor/Helmet | 6 lb | | | | | |
| | Location: all | | | | | | |
| | Totals | : 30 lb | | | | | |

| HP | FP |
|-------------------------------|-----------|
| 3, 0, -12, -24, -36, -48, -60 | 3, 0, -11 |
| | |

HP loss effects are cumulative with each other and any effects suffered from FP loss.

 Bes than 1/3 HP: Dodge/2 and Move/2 (round up).
 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness: immediately and at the start of any turn you chose a maneuver other than Do Nothing.
 -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.

PF loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
1xFP cost causes an equal loss of HP.



Name: Neodog Mk. III Race: Neodog Appearance:

| Player: | | | Spent: 418 |
|---------|-----|------|------------|
| Ht: | Wt: | Age: | Unspent: 0 |

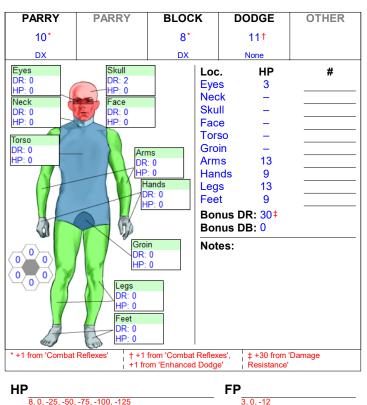
| (| CHAR | ACTE | R SF | IEET | | | | | | | | |
|--------|-----------|-----------|------|-------|---------|-----|------------------|-------------------|-------|-------------------|------|--------|
| ST | 10* | [| 0] | HP | 25 | [| 30] | Basic Speed | 6 | | [| 0] |
| DX | 12 | [| 40] | Will | 7 | [| 0] | Basic Move | 8 | | [| 10] |
| IQ | 7 | [| -60] | Per | 15 | [| 40] | BL | 20 I | b | (ST | ×ST)/5 |
| HT | 12 | [| 20] | FP | 12 | [| <mark>0</mark>] | ^{Thr} 1c | 1+1 | Sw | 2d | +1 |
| * Cond | . +5 from | 'Striking | ST' | | | | | | | | | |
| Visio | n | | 15 | Taste | e/Smell | | 15 | Deat | h Che | ck | | 12 |
| Hear | ing | | 15 | Frigh | t Check | | 9* | High | Jump |) 1 | 1.06 | yd |
| Touc | h | | 15 | Cons | ciousne | ess | 12 | Broa | d Jur | ıp <mark>4</mark> | 1.33 | yd |

* +2 from 'Combat Reflexes

| SKILLS | | | |
|-------------------------------|-------|----------|-------|
| Name | Level | Relative | Pts |
| Brawling Parry: 11 | 15 | DX+3 | [8] |
| Climbing | 13 | DX+1 | [4] |
| Electronics Repair (Security) | 10 | IQ+3 | [12] |
| First Aid (Human) | 10 | IQ+3 | [8] |
| Jumping | 12 | DX+0 | [1] |
| Lockpicking | 10 | IQ+3 | [12] |
| Navigation (Air) | 10 | IQ+3 | [12] |
| Observation | 15 | Per+0 | [2] |
| Savoir-Faire (Military) | 9 | IQ+2 | [4] |
| Search | 14 | Per-1 | [1] |
| Shadowing | 12 | IQ+5 | [8] |
| Stealth | 15 | DX+3 | [12] |
| Swimming | 13 | HT+1 | [2] |
| Throwing | 15 | DX+3 | [12] |
| Tracking | 14 | Per-1 | [1] |

| ADVANTAGES | | |
|---|---|------------------|
| Name | | Pts |
| Bite 3 (Armor Divisor (2); Melee Attack: Reach C) | [| 26] |
| Claws (Talons) | [| <mark>8</mark>] |
| Combat Reflexes | [| 15] |
| Damage Resistance 30 | [| 150] |
| Enhanced Dodge 1 | [| 15] |
| High Pain Threshold | [| 10] |
| Roll to ignore pain: 10 (Will+3) | - | |
| Striking ST 5 | [| 25] |
| | | |

| Pts |
|--------|
| [-10] |
| |



8, 0, -25, -50, -75, -100, -125

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up). 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do

Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss. **less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based

quantities, such as HP and damage. 0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

| | | MELEE A | TTAC | <s< th=""><th></th><th></th><th></th><th></th><th></th><th></th><th></th></s<> | | | | | | | |
|-----------------------------|-------|-----------|-------|--|------|---------|-------|-------|------|-----|-------|
| Name | | | Ski | ll Parry | | Damage | | Reach | ST | • | Notes |
| Bite: Primary | | | 15 | 11 | 3d(2 |) cut | | С | _ | | |
| Skill used: Brawling | | | | | | | | | | | |
| Brawling: Punch | | | 15 | 11 | 1d+1 | cut/imp | | С | _ | | |
| Skill used: Brawling | | | | | | | | | | | |
| Brawling: Kick | | | 13 | _ | 1d+2 | cut/imp | | C,1 | _ | | |
| Skill used: Brawling-2 | | | | | | | | | | | |
| | | RANGED | ATTAC | KS | | | | | | | |
| Name | Skill | Damage | Acc | Range | | RoF | Shots | ST | Bulk | Rcl | Notes |
| Grenade Launcher (internal) | 15 | 9/6/3 ex+ | 2 | 100 yd / 100 |) yd | 1 | 2(5) | 10 | -2 | - | |
| Skill used: Throwing | | | | - | - | | . / | | | | |



Name: Race: Human Appearance: Scout-Sniper, Intel (in Armor)

CHARACTER SHEET

| ST | 19 | [| 90] | HP | 19 | [| <mark>0</mark>] | Basic Speed | <mark>, 6.25</mark> | [| 0] |
|-------|-----------------------|---|-----|--|--------|---|------------------|----------------|---------------------|------------------|---------|
| DX | 14 | [| 80] | Will | 13 | [| <mark>0</mark>] | Basic Move | 8 | [| 10] |
| IQ | 13 | [| 60] | Per | 14 | [| 5] | BL | 72 lb |) (ST | -×ST)/5 |
| нт | 11 | [| 10] | FP | 12 | [| 3] | Thr 2 | d-1 | ^{sw} 3d | +1 |
| Visio | n | | 16* | Taste | e/Smel | 1 | 14 | Deat | h Che | ck | 12† |
| Hear | | | 16‡ | | t Chec | | 15§ | High J | | 135.11 | |
| Touc | | | 14 | <u> </u> | ciousr | | 12¶ | Broad | Jump | 554.67 | ' yd |
| | om 'Acute om 'Hard | | | ‡ +2 from 'Acute Hearing' ¶ +1 from 'Hard to Subdu § +2 from 'Combat Reflexes' | | | | | | ue' | |

| SKILLS | | | |
|--|-------|----------|--------------|
| Name | Level | Relative | Pts |
| !Mobile Infantry | 12 | IQ-1 | [1] |
| Area Knowledge (Mission Area) | 13 | IQ+0 | [1] |
| Armoury (Firearms) | 12* | IQ-1 | [1] |
| Armoury (Missile Weapons) | 12* | IQ-1 | ī 1] |
| Armoury (Power Armor) | 12* | IQ-1 | î 1 |
| Body Language (Bug) | 10 | Per-4 | i <u>o</u> i |
| Body Language (Human) | 13 | Per-1 | i 1 |
| Brawling | 14 | DX+0 | i 11 |
| Parry: 11 | | | |
| Climbing | 14 | DX+0 | [2] |
| Computer Hacking | 11 | IQ-2 | [2] |
| Current Affairs (Mobile Infantry) | 13 | IQ+0 | [1] |
| Detect Lies | 13 | Per-1 | [2] |
| Electronics Operation (Communications) | 12 | IQ-1 | [1] |
| Electronics Repair (Communications) | 12* | IQ-1 | ī 1] |
| Fast-Draw (Rifle) | 15† | DX+1 | î 1 |
| Fast-Draw (Sword) | 15† | DX+1 | î 1 |
| First Aid | 13‡ | IQ+0 | î <u>1</u> 1 |
| Forward Observer | 13 | IQ+0 | [2] |
| Free Fall | 13 | DX-1 | i 1 |
| Gesture | 14 | IQ+1 | [2] |
| Guns (Pistol) | 15 | DX+1 | i 1 |
| Guns (Rifle) | 16 | DX+2 | i 41 |
| Interrogation | 12 | IQ-1 | [1] |
| Jumping | 15 | DX+1 | [2] |
| Karate | 14 | DX+0 | [4] |
| Parry: 11 | | 277 0 | ı |
| Knife | 14 | DX+0 | [1] |
| Parry: 10 | | | |
| Navigation | 13 | IQ+0 | [2] |
| Observation | 17§ | Per+3 | [4] |
| Power Armor | 14 | DX+0 | [2] |
| Saber | 14 | DX+0 | [2] |
| Parry: 11 | 10 | IQ+0 | r <u>4</u> 1 |
| Savoir-Faire (Mobile Infantry) | 13 | | [1] |
| Scrounging | 15 | Per+1 | [2] |
| Search | 14 | Per+0 | [2] [2] |
| Stealth | 14¶ | DX+0 | |
| Strategy | 11 | IQ-2 | [1] |
| Survival | 14 | Per+0 | [2] |
| Swimming | 13 | HT+2 | [4] |
| Throwing | 15 | DX+1 | [4] |
| Tracking | 13** | Per-1 | [1] |
| Traps | 12 | IQ-1 | [1] |
| * Cond. +1 from 'Kit (Repair)' | | | |
| † +1 from 'Combat Reflexes' | | | |

1 from 'Combat Reflexes'
2 Cond. +1 from 'Kit (First Aid)'
4 2 from 'Acute Vision'
¶ Cond. +4 from 'Chameleon' when perfectly still, unless clothed, Cond. +2 from 'Chameleon' when moving, unless clothed, Cond. +2 from 'Chameleon' when perfectly still, and clothed
** Cond. +2 from 'Acute Vision' when vision is a factor

| Player: | | | Spent: 623 |
|---------|-----|------|------------|
| Ht: | Wt: | Age: | Unspent: 0 |



ADVANTAGES

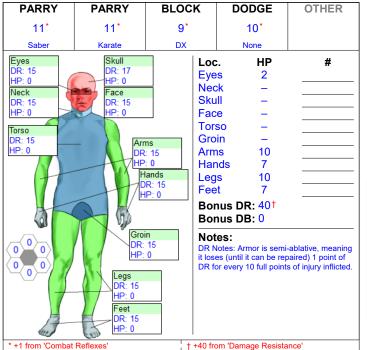
| ADVANTAGES | | | | | | | |
|---|---|------------------|--|--|--|--|--|
| Name | | Pts | | | | | |
| Acute Hearing 2 | [| 4] | | | | | |
| Roll to hear: 16 (Hearing) | - | _ | | | | | |
| Acute Vision 2 | [| 4] | | | | | |
| Roll to see: 16 (Vision) | | | | | | | |
| Ambidexterity | [| 5] | | | | | |
| Chameleon 2 | [| 10] | | | | | |
| Combat Reflexes | [| 15] | | | | | |
| Damage Resistance 40 (Semi-Ablative) | [| 160] | | | | | |
| Danger Sense | [| 15] | | | | | |
| Roll to sense danger: 14 (Per) | | | | | | | |
| G-Experience 5 | [| <mark>5</mark>] | | | | | |
| Hard to Kill 1 | [| 2] | | | | | |
| Hard to Subdue 1 | [| 2] | | | | | |
| High Pain Threshold | [| 10] | | | | | |
| Roll to ignore pain: 16 (Will+3) | | | | | | | |
| Intuition | [| 15] | | | | | |
| Roll to guess correctly: 13 (IQ) | | | | | | | |
| Jump Jets (2 extra Moves per encounter) | [| 30] | | | | | |
| Luck | [| 15] | | | | | |
| Military Rank 1 (Private) | [| 5] | | | | | |
| Signature Gear 1 (Power Armor) | [| 1] | | | | | |
| Super Jump 7 | [| 70] | | | | | |

| DISADVANTAGES | | | | | | |
|---------------------------------|--------|--|--|--|--|--|
| Name | Pts | | | | | |
| Code of Honor (Mobile Infantry) | [-10] | | | | | |
| Duty (Mobile Infantry) | [-20] | | | | | |
| Insomniac (Mild) | [-10] | | | | | |
| Intolerance (Bugs) | [-10] | | | | | |
| Phantom Voices (Disturbing) | [-10] | | | | | |
| Sense of Duty (Squad) | [-5] | | | | | |

| | QUIRKS |
|-----------------|--------|
| Name | Pts |
| _Unused Quirk 1 | [-1] |
| _Unused Quirk 2 | [-1] |
| _Unused Quirk 3 | [-1] |
| _Unused Quirk 4 | [-1] |
| Unused Quirk 5 | [-1] |

| MELEE ATTACKS | | | | | | | | |
|------------------------|-------|-------|-----------|-------|----|-------|--|--|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes | | |
| Brawling: Punch | 14 | 11 | 2d-2 cr | С | _ | | | |
| Skill used: Brawling | | | | | | | | |
| Brawling: Kick | 12 | | 2d cr | C,1 | _ | | | |
| Skill used: Brawling-2 | | | | | | | | |
| Karate: Punch | 14 | 11 | 2d cr | C | - | | | |
| Skill used: Karate | | | | | | | | |
| Karate: Kick | 12 | _ | 2d+2 cr | C,1 | _ | | | |
| Skill used: Karate-2 | | | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes | | |
| Saber | 14 | 11 | 2d(3) cut | 1 | 9 | | | |
| Skill used: Saber | | | | | | | | |

| RANGED ATTACKS | | | | | | | | | | |
|---------------------------------------|-------|-------------|-----|-------------------|------|-------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Flamer (integrated) | 16 | 6d burn | 6 | 50 yd / 100 yd | 1 | 10(5) | 10† | -5 | 1 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Grenade (High Explosive) | 15 | 9/6/3 ex+ | - | 66 yd | 1 | 1(T) | - | - | _ | [2] |
| Skill used: Throwing | | | | - | | | | | | |
| Grenade (Nerve Gas) | 15 | 8/8/8/8 gas | _ | 66 yd | 1 | 1(T) | - | - | _ | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Grenade Launcher (Morita XW-110G) | 16 | 9/6/3 ex+ | 2 | 250 yd | 1 | 3(2) | 11 | _ | 2 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Pistol, Peacekeeper (Morita TW-102S) | 15 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |
| Skill used: Guns (Pistol) | | | | | | | | | | |
| Sniper/Assault Rifle (Morita TW-201L) | 16 | 7d pi+ | 6/4 | 1000 yd / 1.42 mi | 1/10 | 40(2) | 10† | -4 | 3 | |
| Skill used: Guns (Rifle) | | • | | | | . / | | | | |



| | LOAD-OUTS | | | | | | |
|-----|--|--------|--|--|--|--|--|
| Qty | « Equipment » | Weight | | | | | |
| 1 | Flamer (integrated) | 20 lb | | | | | |
| 2 | Grenade (High Explosive) | 2 lb | | | | | |
| 2 | Grenade (Nerve Gas) | 2 lb | | | | | |
| 1 | Grenade Launcher (Morita XW-110G) | 3 lb | | | | | |
| 1 | Kit (First Aid) | 1 lb | | | | | |
| 1 | Kit (Repair) | 5 lb | | | | | |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb | | | | | |
| 1 | Saber | 1 lb | | | | | |
| 1 | Sniper/Assault Rifle (Morita TW-201L) | 8 lb | | | | | |
| 1 | Tactical Armor/Helmet | 9 lb | | | | | |
| | Location: all | | | | | | |
| 1 | TOAD Charge (Timer Operated Atomic Device) | 2 lb | | | | | |
| | Totals: | 56 lb | | | | | |

6, 0, -19, -38, -57, -76, -95

HP loss effects are cumulative with each other and any effects suffered from FP loss. less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

FP

3. 0. -12

Human

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss. **less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based

- ss than 1/3 FP: Dodge/2, Move/2, and S 1/2 (round up); S1 loss does not effect S1-based quantities, such as HP and damage. 0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing,
- on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
- -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead. NOTES

SCOUT POWER ARMOR

- * Visor ("Snoopers"): IR and UV vision, sensor HUD
- * **Periscope**: Two-foot retractable helmet periscope
- * **Comms**: three channel, low-orbit range
- * Jump Jets: allow two extra Moves per encounter
- * **Misc**: Self-contained and sealed, pressurized, 8-hour supply
- of both air and power



| Name: | |
|--|--|
| Race: Human | |
| Appearance: Scout-Sniper, Intel (out of Armor) | |

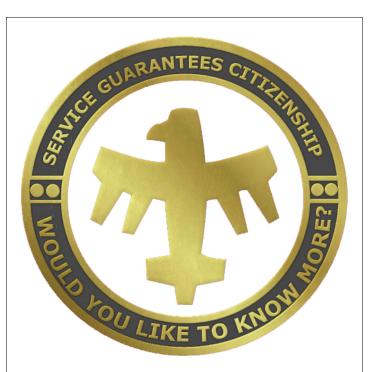
| Player: | | |
|---------|-----|--|
| Ht: | Wt: | |

Spent: 275 Unspent: 0

CHARACTER SHEET

| ST | 12 | [| 20] | HP | 12 | [| <mark>0</mark>] | Basic Speed | 6.25 | [| 0] |
|-----------|------------|-------|-----|----------|----------|-----------|------------------|----------------|----------|----------------------|---------|
| DX | 14 | [| 80] | Will | 13 | [| 0] | Basic Move | 8 | [| 10] |
| IQ | 13 | [| 60] | Per | 14 | [| 5] | BL | 29 lb | (S | T×ST)/5 |
| HT | 11 | [| 10] | FP | 12 | [| 3] | Thr 10 | 1-1 | ^{Sw} 1c | +2 |
| Vision | | | 14 | Toote | e/Smell | | 14 | Doot | h Che | ok | 12* |
| | | | | | - | | | | | | |
| Hearir | ng | | 14 | <u> </u> | t Chec | | 15† | <u> </u> | Jump | | |
| Touch | 1 | | 14 | Cons | sciousn | ess | 12‡ | Broa | d Jum | p <mark>4.3</mark> 3 | 3 yd |
| * +1 fron | n 'Hard to | Kill' | | † +2 fro | om 'Comb | oat Refle | xes' | ‡ +1 fr | om 'Haro | I to Subo | due' |

| SKILLS | | | |
|--|-----------------------------|---------------------------------|--------------|
| Name | Level | Relative | Pts |
| !Mobile Infantry | 12 | IQ-1 | [1] |
| Area Knowledge (Mission Area) | 13 | IQ+0 | [1] |
| Armoury (Firearms) | 12* | IQ-1 | î 1j |
| Armoury (Missile Weapons) | 12* | IQ-1 | i 1i |
| Armoury (Power Armor) | 12* | IQ-1 | i 1i |
| Body Language (Bug) | 10 | Per-4 | i 0i |
| Body Language (Human) | 13 | Per-1 | 11 |
| Brawling | 14 | DX+0 | i 11 |
| Parry: 11 | | | |
| Climbing | 14 | DX+0 | [2] |
| Computer Hacking | 11 | IQ-2 | [2] |
| Current Affairs (Mobile Infantry) | 13 | IQ+0 | [1] |
| Detect Lies | 13 | Per-1 | [2] |
| Electronics Operation (Communications) | 12 | IQ-1 | î 1j |
| Electronics Repair (Communications) | 12* | IQ-1 | î 11 |
| Fast-Draw (Rifle) | 15† | DX+1 | i 1i |
| Fast-Draw (Sword) | 15† | DX+1 | i 11 |
| First Aid | 13‡ | IQ+0 | i 11 |
| Forward Observer | 13 | IQ+0 | r 21 |
| Free Fall | 13 | DX-1 | 11 |
| Gesture | 14 | IQ+1 | [2] |
| Guns (Pistol) | 15 | DX+1 | 11 |
| Guns (Rifle) | 16 | DX+2 | <u>[</u> 4] |
| Interrogation | 12 | IQ-1 | [1] |
| Jumping | 15 | DX+1 | [2] |
| Karate | 14 | DX+0 | [4] |
| Parry: 11 | | BAN | 1 1 |
| Knife | 14 | DX+0 | [1] |
| Parry: 10 | | | |
| Navigation | 13 | IQ+0 | [2] |
| Observation | 15 | Per+1 | [4] |
| Power Armor | 14 | DX+0 | [2] |
| Saber | 14 | DX+0 | [2] |
| Parry: 11 | 10 | | r 41 |
| Savoir-Faire (Mobile Infantry) | 13 | IQ+0 | [1] |
| Scrounging | 15 | Per+1 | [2] |
| Search | 14 | Per+0 | [2] [2] |
| Stealth | 14 | DX+0 | |
| Strategy | 11 | IQ-2 | [1] |
| Survival | 14 | Per+0 | [2] |
| Swimming | 13§ | HT+2 | [4] |
| Throwing | 15 | DX+1 | [4] |
| Tracking | 13 | Per-1 | [1] |
| Traps | 12 | IQ-1 | [1] |
| | +1 from 'Kit 2 from 'Enc | (First Aid)' cumbrance Penal | hv' |
| | | Ambrance relidi | ' |



Age:

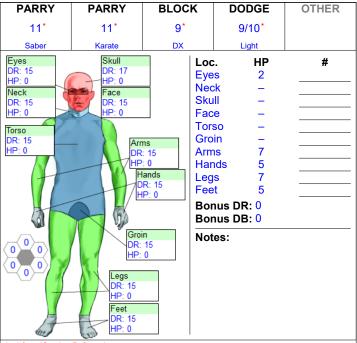
| ADVANTAGES | | | | |
|----------------------------------|------------------|--|--|--|
| Name | Pts | | | |
| Ambidexterity | 5] | | | |
| Combat Reflexes | 15] | | | |
| Danger Sense | 15] | | | |
| Roll to sense danger: 14 (Per) | | | | |
| G-Experience 5 | 5] | | | |
| Hard to Kill 1 | 2] | | | |
| Hard to Subdue 1 | 2] | | | |
| High Pain Threshold | 10] | | | |
| Roll to ignore pain: 16 (Will+3) | | | | |
| Intuition | 15] | | | |
| Roll to guess correctly: 13 (IQ) | | | | |
| Luck | 15] | | | |
| Military Rank 1 (Private) | <mark>5</mark>] | | | |
| Signature Gear 1 (Power Armor) | 1] | | | |
| | | | | |
| DISADVANTAGES | | | | |
| Name | Pts | | | |
| Code of Honor (Mobile Infantry) | -10] | | | |

| [-10] |
|--------|
| [-20] |
| [-10] |
| [-10] |
| [-10] |
| [-5] |
| |
| Pts |
| |

| Name | Pts |
|-----------------|-------|
| _Unused Quirk 1 | [-1] |
| _Unused Quirk 2 | [-1] |
| _Unused Quirk 3 | [-1] |
| _Unused Quirk 4 | [-1] |
| Unused Quirk 5 | í -11 |

| | MELEE ATTACKS | 6 | | | | |
|------------------------|---------------|-------|-----------|-------|----|-------|
| Unarmed | Skill | Parry | Damage | Reach | ST | Notes |
| Brawling: Punch | 14 | 11 | 1d-2 cr | С | _ | |
| Skill used: Brawling | | | | | | |
| Brawling: Kick | 12 | | 1d cr | C,1 | _ | |
| Skill used: Brawling-2 | | | | | | |
| Karate: Punch | 14 | 11 | 1d-1 cr | C | - | |
| Skill used: Karate | | | | | | |
| Karate: Kick | 12 | | 1d+1 cr | C,1 | | |
| Skill used: Karate-2 | | | | | | |
| Armed | Skill | Parry | Damage | Reach | ST | Notes |
| Saber | 14 | 11 | 2d(3) cut | 1 | 9 | |
| Skill used: Saber | | | | | | |

| RANGED ATTACKS | | | | | | | | | | |
|---------------------------------------|-------|-------------|-----|-------------------|------|-------|-----|------|-----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
| Grenade (High Explosive) | 15 | 9/6/3 ex+ | - | 42 yd | 1 | 1(T) | _ | _ | - | [2] |
| Skill used: Throwing | | | | | | | | | | |
| Grenade (Nerve Gas) | 15 | 8/8/8/8 gas | - | 42 yd | 1 | 1(T) | - | - | _ | [2] |
| Skill used: Throwing | | | | - | | | | | | |
| Grenade Launcher (Morita XW-110G) | 16 | 9/6/3 ex+ | 2 | 250 yd | 1 | 3(2) | 11 | - | 2 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |
| Pistol, Peacekeeper (Morita TW-102S) | 15 | 4d pi+ | 2 | 250 yd / 500 yd | 3 | 9(2) | 11 | -2 | 4 | |
| Skill used: Guns (Pistol) | | | | | | | | | | |
| Sniper/Assault Rifle (Morita TW-201L) | 16 | 7d pi+ | 6/4 | 1000 yd / 1.42 mi | 1/10 | 40(2) | 10† | -4 | 3 | |
| Skill used: Guns (Rifle) | | | | | | | | | | |



+1 from 'Combat Reflexes'

| | LOAD-OUTS | |
|-----|---------------------------------------|--------|
| Qty | « Equipment » | Weight |
| 2 | Grenade (High Explosive) | 2 lb |
| 2 | Grenade (Nerve Gas) | 2 lb |
| 1 | Grenade Launcher (Morita XW-110G) | 3 lb |
| 1 | Kit (First Aid) | 1 lb |
| 1 | Kit (Repair) | 5 lb |
| 1 | Pistol, Peacekeeper (Morita TW-102S) | 3 lb |
| 1 | Saber | 1 lb |
| 1 | Sniper/Assault Rifle (Morita TW-201L) | 8 lb |
| 1 | Tactical Armor/Helmet | 9 lb |
| | Location: all | |
| | Totals: | 34 lb |

HP

FP 3, 0, -12, -24, -36, -48, -60 3, 0, -12 HP loss effects are cumulative with each other and any effects suffered from FP loss.

Bess than 1/3 HP: Dodge/2 and Move/2 (round up).
 0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do

Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
 0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing,

on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.