

Name: Bennet James Concept: Team Leader

ST	11	HP	11	<b>Damage Resistance</b> Eyes 10 Arms Neck Hands 1 Skull 14 Legs Face 10 Feet 2 Torso 12/5 Groin 12/5
DX	13	Will	13	
IQ	13	Per	13	
HT	11	FP	11	

Move: 6	Speed: 6	Sw/Thr: 1d+1/1d-1
Dodge: 10	Parry: 10	Block: -

<b>Advantages</b>	<b>Disadvantages</b>
Combat Reflexes (+1 defenses) High Pain Threshold (no shock) Unfazeable (p. 95)	Sense of Duty (Fireteam)

<b>Skills</b>			
<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
Team Leader!	12	Infantry Soldier!	11
Guns (Rifle)	15	First Aid	13
Tactics (pp. 224, 393)	15	Guns (Pistol)	12
Diplomacy	14	Karate	12
Explosives (Demolition)	14	Knife	12
Leadership (p. 204)	14	Throwing	12

<b>Hand Weapons/Attacks</b>				
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>
Knife (cut/imp)	12	1d-1/1d-1	C, 1	-1
Punch	12	1d-2 cr	C	0
Kick	11	1d cr	C, 1	no

<b>Ranged Weapons/Attacks</b>								
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>Bulk</i>	<i>Rcl</i>
M4 Rifle	15	4d+2 pi	4	750/3k	15	30(3)	-4	2
M9 Pistol	12	2d+2 pi	2	160/1.8k	3	15(3)	-2	2
M67 Grenade	12	9d [2d]	-	38	1	1(T)	-1	-

<b>Possessions</b>	
Standard Gear! (w/ Comms)	M9 Pistol (2 magazines)
Ballistic Helmet, Visor (DR 12, 10)	M4 Rifle (6 magazines)
Tactical Vest (DR 12/5)	M67 Grenade (2)
Boots (DR 2), Gloves (DR 1)	Large Knife

## Character Creation (Heroic)

- Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")
- Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):  
*"I am super \_\_\_\_\_ and really \_\_\_\_\_, but otherwise average."* (One 15, one 13, two 10s)  
*"I am very \_\_\_\_\_ and very \_\_\_\_\_, but otherwise average."* (Two 14s, two 10s)  
*"I am reasonably \_\_\_\_\_ and \_\_\_\_\_, and almost as \_\_\_\_\_ and \_\_\_\_\_."* (Two 13s, two 11s)
- By default, **HP = ST**, **Will = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a *wildcard Skill*. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ([HT+DX]/4), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

## Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!  
 A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.  
 A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Carl Ford Concept: Sniper

ST	11	HP	11	<b>Damage Resistance</b> Eyes 10 Arms Neck Hands 1 Skull 14 Legs Face 10 Feet 2 Torso 12/5 Groin 12/5
DX	14	Will	12	
IQ	12	Per	13	
HT	11	FP	11	

Move: 6 Speed: 6.3 Sw/Thr: 1d+1/1d-1  
Dodge: 10 Parry: 10 Block: -

### Advantages

Combat Reflexes (+1 defenses)  
High Pain Threshold (no shock)  
Marksman (+1 Per, +1 Guns)

### Disadvantages

Sense of Duty (Fireteam)

### Skills

Name	Level	Name	Level
Sniper!	11	Infantry Soldier!	10
Guns (Rifle)	17	First Aid	12
Stealth	16	Guns (Pistol)	14
Navigation (Land)	13	Karate	13
Search	13	Knife	13
Tracking	13	Throwing	13

### Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Knife (cut/imp)	13	1d-1/1d-1	C, 1	-1
Punch	13	1d-2 cr	C	0
Kick	12	1d cr	C, 1	no

### Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
M24 Rifle	17	7d pi	5	1k/4.2k	1	5(3i)	-5	4
M9 Pistol	14	2d+2 pi	2	160/1.8k	3	15(3)	-2	2
M67 Grenade	13	9d [2d]	-	38	1	1(T)	-1	-

### Possessions

Standard Gear! (w/ Comms) M9 Pistol (2 magazines)  
Ballistic Helmet, Visor (DR 12, 10) M24 Rifle (6 magazines)  
Tactical Vest (DR 12/5) M67 Grenade (2)  
Boots (DR 2), Gloves (DR 1) Large Knife

## Character Creation (Heroic)

- Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")
- Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):  
*"I am super \_\_\_\_\_ and really \_\_\_\_\_, but otherwise average."* (One 15, one 13, two 10s)  
*"I am very \_\_\_\_\_ and very \_\_\_\_\_, but otherwise average."* (Two 14s, two 10s)  
*"I am reasonably \_\_\_\_\_ and \_\_\_\_\_, and almost as \_\_\_\_\_ and \_\_\_\_\_."* (Two 13s, two 11s)
- By default, **HP = ST**, **Will = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a *wildcard Skill*. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ( $[(HT+DX)/4]$ ), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

## Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Lewis Fiscetti Concept: Grenadier

ST	13	HP	13	<b>Damage Resistance</b> Eyes 10 Arms Neck Hands 1 Skull 14 Legs Face 10 Feet 2 Torso 12/5 Groin 12/5
DX	13	Will	12	
IQ	12	Per	12	
HT	10	FP	10	

Move: 6	Speed: 6	Sw/Thr: 2d-1/1d
Dodge: 10	Parry: 10	Block: -

<b>Advantages</b>	<b>Disadvantages</b>
Basic Speed (+0.25) Combat Reflexes (+1 defenses) High Pain Threshold (no shock)	Sense of Duty (Fireteam)

<b>Skills</b>			
Name	Level	Name	Level
Grenadier!	11	Infantry Soldier!	10
Guns (Rifle)	15	First Aid	11
Guns (Gren. Launcher)	15	Guns (Pistol)	12
Explosives (EOD)	13	Karate	12
Fast-Draw (Grenades)	14	Knife	12
Throwing	14		

<b>Hand Weapons/Attacks</b>					
Weapon	Skill	Damage	Reach	Parry	
Knife (cut/imp)	12	2d-3/1d	C, 1	-1	
Punch	12	1d-1 cr	C	0	
Kick	11	1d+1 cr	C, 1	no	

<b>Ranged Weapons/Attacks</b>								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
M4 Rifle	15	4d+2 pi	4	750/3k	15	30(3)	-5	2
M203 Launcher	15	4d-1 [2d]	1	30/440	1	1(2)	-2	2
M67 Grenade	14	9d [2d]	-	45	1	1(T)	-1	-

<b>Possessions</b>	
Standard Gear! (w/ Comms)	M9 Pistol (2 magazines)
Ballistic Helmet, Visor (DR 12, 10)	M4 Rifle (6 magazines)
Tactical Vest (DR 12/5)	w/ M203 Launcher (8 grenades)
Boots (DR 2), Gloves (DR 1)	M67 Grenade (4), Large Knife

## Character Creation (Heroic)

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*"I am very \_\_\_\_\_ and very \_\_\_\_\_, but otherwise average."* (Two 14s, two 10s)  
*"I am reasonably \_\_\_\_\_ and \_\_\_\_\_, and almost as \_\_\_\_\_ and \_\_\_\_\_."* (Two 13s, two 11s)
- By default, **HP = ST**, **Will = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a *wildcard Skill*. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ( $[(HT+DX)/4]$ ), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

## Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!  
 A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.  
 A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Ben Garza Concept: Automatic Rifleman

ST	13	HP	13	<b>Damage Resistance</b> Eyes 10 Arms Neck Hands 1 Skull 14 Legs Face 10 Feet 2 Torso 12/5 Groin 12/5
DX	13	Will	11	
IQ	11	Per	11	
HT	11	FP	11	

Move: 6 Speed: 6 Sw/Thr: 2d-1/1d  
Dodge: 10 Parry: 10 Block: -

### Advantages

Combat Reflexes (+1 defenses)  
High Pain Threshold (no shock)  
Very Fit (+2 to HT rolls)

### Disadvantages

Sense of Duty (Fireteam)

### Skills

Name	Level	Name	Level
Automatic Rifleman!	10	Infantry Soldier!	10
Guns (LMG)	15	First Aid	11
Armoury (Firearms)	13	Guns (Pistol)	12
Fast-Talk	12	Karate	12
Guns (Rifle)	14	Knife	12
Scrounging	12	Throwing	12

### Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Knife (cut/imp)	12	2d-3/1d	C, 1	-1
Punch	12	1d-1 cr	C	0
Kick	11	1d+1 cr	C, 1	no

### Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
M249 LMG	15	5d pi	5	800/3.5k	12!	200	-6	2
M9 Pistol	12	2d+2 pi	2	160/1.8k	3	15(3)	-2	2
M67 Grenade	12	9d [2d]	-	45	1	1(T)	-1	-

### Possessions

Standard Gear! (w/ Comms)	M9 Pistol (2 magazines)
Ballistic Helmet, Visor (DR 12, 10)	M249 LMG (3 200-round boxes)
Tactical Vest (DR 12/5)	M67 Grenade (2)
Boots (DR 2), Gloves (DR 1)	Large Knife

## Character Creation (Heroic)

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- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ( $[HT+DX]/4$ ), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
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## Attempting an Action

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