



Name: Bennett, PFC  
 Race: Human  
 Appearance: Smart Gun Fireteam, 2nd Squad, Section A

Player: Smart Gunner  
 Ht:                      Wt:

Age:                      Spent: 300  
 Unspent: 0

### CHARACTER SHEET

<b>ST</b> 15 [ 50]	<b>HP</b> 15 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 11 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 11 [ 20]	<b>Per</b> 12 [ 5]	<b>BL</b> 45 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	Thr 1d+1 Sw 2d+1

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 12	Taste/Smell 12	Death Check 12
Hearing 12	Fright Check 13*	High Jump 2.17 ft
Touch 12	Consciousness 12	Broad Jump 3 yd

\* +2 from 'Combat Reflexes'

**HP** 4, 0, -15, -30, -45, -60, -75      **FP** 3, 0, -12

<b>PARRY</b> 10* DX	<b>PARRY</b> 10* Knife	<b>BLOCK</b> 8* DX	<b>DODGE</b> 10* None	<b>OTHER</b>
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<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 20 HP: 0	<table border="1"> <tr><td><b>Loc.</b></td><td><b>HP</b></td><td><b>#</b></td></tr> <tr><td>Eyes</td><td>2</td><td>—</td></tr> <tr><td>Neck</td><td>—</td><td>—</td></tr> <tr><td>Skull</td><td>—</td><td>—</td></tr> <tr><td>Face</td><td>—</td><td>—</td></tr> <tr><td>Torso</td><td>—</td><td>—</td></tr> <tr><td>Groin</td><td>—</td><td>—</td></tr> <tr><td>Arms</td><td>8</td><td>—</td></tr> <tr><td>Hands</td><td>6</td><td>—</td></tr> <tr><td>Legs</td><td>8</td><td>—</td></tr> <tr><td>Feet</td><td>6</td><td>—</td></tr> </table>	<b>Loc.</b>	<b>HP</b>	<b>#</b>	Eyes	2	—	Neck	—	—	Skull	—	—	Face	—	—	Torso	—	—	Groin	—	—	Arms	8	—	Hands	6	—	Legs	8	—	Feet	6	—
<b>Loc.</b>	<b>HP</b>		<b>#</b>																																
Eyes	2		—																																
Neck	—		—																																
Skull	—		—																																
Face	—		—																																
Torso	—		—																																
Groin	—		—																																
Arms	8		—																																
Hands	6		—																																
Legs	8		—																																
Feet	6	—																																	
<b>Neck</b> DR: 0 HP: 0	<b>Face</b> DR: 0 HP: 0																																		
<b>Torso</b> DR: 30/20 HP: 0	<b>Arms</b> DR: 0 HP: 0																																		
	<b>Hands</b> DR: 0 HP: 0																																		
	<b>Groin</b> DR: 30/20 HP: 0																																		
	<b>Legs</b> DR: 10 HP: 0																																		
	<b>Feet</b> DR: 5 HP: 0																																		
<b>Bonus DR:</b> 0																																			
<b>Bonus DB:</b> 0																																			
<b>Notes:</b>																																			

\* +1 from 'Combat Reflexes'

### ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[ 15]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[ 15]
Unfazeable {p. B95}	[ 15]

### DISADVANTAGES

Name	Pts
Bad Temper (12 or less) {p. B124}	[ -10]
Code of Honor (Marine) {p. B127}	[ -10]
Duty (USCM; 15 or less (almost always)) {p. B134}	[ -15]
Sense of Duty (Squad; Small Group) {p. B153}	[ -5]

### QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[ -1]
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]

### SKILLS

Name	Level	Relative	Pts
Armoury (Body Armor)	12	IQ+1	[ 4]
Armoury (Heavy Weapons)	13	IQ+2	[ 8]
Armoury (Small Arms)	11	IQ+0	[ 2]
Climbing	13	DX+1	[ 4]
Computer Hacking	9	IQ-2	[ 2]
Computer Operation	11	IQ+0	[ 1]
Computer Programming	10	IQ-1	[ 2]
Driving (Automobile)	12	DX+0	[ 2]
Driving (Heavy Wheeled)	12	DX+0	[ 2]
Electronics Operation (Communications)	11	IQ+0	[ 2]
Electronics Operation (Medical)	11	IQ+0	[ 2]
Electronics Operation (Motion Tracker)	11	IQ+0	[ 2]
Electronics Operation (Security)	11	IQ+0	[ 2]
Electronics Repair (Communications)	11	IQ+0	[ 2]
Electronics Repair (Computers)	11	IQ+0	[ 2]
Electronics Repair (Medical)	11	IQ+0	[ 2]
Electronics Repair (Security)	11	IQ+0	[ 2]
Electronics Repair (Sensors)	11	IQ+0	[ 2]
Engineer (Combat)	11	IQ+0	[ 4]
Explosives (Demolition)	12	IQ+1	[ 4]
Explosives (Explosive Ordnance Disposal)	11	IQ+0	[ 2]
Fast-Draw (Ammo)	13*	DX+1	[ 1]
Fast-Draw (Knife)	13*	DX+1	[ 1]
Fast-Draw (Pistol)	13*	DX+1	[ 1]
Fast-Draw (Rifle)	13*	DX+1	[ 1]
Fast-Talk	13	IQ+2	[ 8]
First Aid (Human)	12†	IQ+1	[ 2]
Forced Entry	13	DX+1	[ 2]
Gesture	12	IQ+1	[ 2]
Guns (Grenade Launcher)	13	DX+1	[ 2]
<b>Guns (Light Machine Gun)</b>	<b>15‡</b>	<b>DX+3</b>	<b>[ 8]</b>
Guns (Pistol)	14	DX+2	[ 2]
Guns (Rifle)	15	DX+3	[ 6]
Interrogation	12	IQ+1	[ 4]
Intimidation	13	Will+2	[ 8]
Karate	14	DX+2	[ 12]
Parry: 11			
Knife	14	DX+2	[ 4]
Parry: 10			
Observation	13	Per+1	[ 4]
Piloting (Aerospace)	11	DX-1	[ 1]
Savoir-Faire (Military)	11	IQ+0	[ 1]
Scrounging	13	Per+1	[ 2]
Search	13	Per+1	[ 4]
Shadowing	11	IQ+0	[ 2]
Soldier	11	IQ+0	[ 2]
Spacer	11	IQ+0	[ 1]
Stealth	12	DX+0	[ 2]
Tactics	10	IQ-1	[ 2]
Throwing	13	DX+1	[ 4]
Tracking	11	Per-1	[ 1]
Urban Survival	11	Per-1	[ 1]
Vacc Suit	11	DX-1	[ 1]
Wrestling	14	DX+2	[ 8]
Parry: 11			

\* +1 from 'Combat Reflexes'      † Cond. +1 from 'First Aid Kit'      ‡ Cond. +4 from 'Smart Gun, M56A2'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d cr	C	-	-	
Karate: Punch	14	11	1d+2 cr	C	-	-	
Karate: Kick	12	-	1d+3 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	14	10	2d+1(2) cut	C,1	6	4	
Large Knife: Thrust	14	10	1d+3(2) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown <i>Skill used: Throwing</i>	13	1d+3(2) imp	-	12 yd / 23 yd	1	T(1)	6	-2	-	4	
Pistol, M4A3 <i>Skill used: Guns (Pistol)</i>	14	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
Smart Gun, M56A2 <i>Skill used: Guns (Light Machine Gun)</i>	15	10d pi+	5	1000 yd / 2.84 mi	10	200(5)	10	-4	2	1	

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description: Standard issue combat boots designed to protect a Marine's feet. (DR 5)</i> <i>Location: feet</i>	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description: A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back)</i> <i>Location: torso, groin</i>	600	8 lb
1	First Aid Kit (TLVar.) <i>Description: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.</i>	50	2 lb
1	Helmet (DR 18; TL9) <i>Description: Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18)</i> <i>Location: skull</i>	250	2 lb
1	Large Knife (TL0; Superfine) <i>Description: A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (2).</i>	240	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description: Lower leg armor from the M3 infantry series. (DR 10)</i> <i>Location: legs</i>	280	2 lb
1	Misc Gear (TL9) <i>Description: Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.</i>	500	5 lb
1	Pistol, M4A3 (TL9) <i>Description: The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.</i>	540	2 lb
1	Smart Gun, M56A2 (TL9; Gives Skill Bonus (+4)) <i>Description: The powerful M56A2 Smart Gun is a 10mm automatic squad support weapon, carried via a self-aiming stabilized mount integrated to the Marine's M3 body armor shell. It provides the user a total of +4 to skill (+1 from the mount, +1 from its self-aiming protocol, and +2 from a RoF of 10).</i>	11000	15 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description: A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).</i>	600	4 lb

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE				
Mvmt. Dmg.	1	2-3	4-6	7
	1d-3	1d-2	1d-1	1d

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 135 ]
Advantages, Perks		[ 55 ]
Disadvantages, Quirks		[ -45 ]
Skills, Techniques		[ 155 ]
<b>Total Points Spent:</b>		<b>300</b>
<b>Unspent Points:</b>		<b>0</b>



Name: Castellano, PFC  
 Race: Human  
 Appearance: Smart Gun Fireteam, 2nd Squad, Section A

Player: Corpsman  
 Ht: Wt:  
 Age: Spent: 300  
 Unspent: 0

CHARACTER SHEET

ST 12	[ 20]	HP 13	[ 2]	Basic Speed 6	[ 0]
DX 13	[ 60]	Will 12	[ 0]	Basic Move 6	[ 0]
IQ 12	[ 40]	Per 13	[ 5]	BL 29 lb	(ST×ST)/5
HT 11	[ 10]	FP 11	[ 0]	Thr 1d-1	Sw 1d+2

TL 9	[ 0]	SM +0
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Vision 13	Taste/Smell 13	Death Check 11
Hearing 13	Fright Check 14*	High Jump 2.17 ft
Touch 13	Consciousness 11	Broad Jump 3 yd

\* +2 from 'Combat Reflexes'

HP 4, 0, -13, -26, -39, -52, -65      FP 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	9/10*	
Karate	Knife	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0  
 Bonus DB: 0

Notes:

\* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[ 15]
Healer 3 {p. B90}	[ 30]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	[ 15]

DISADVANTAGES

Name	Pts
Code of Honor (Marine) {p. B127}	[ -10]
Curious (12 or less) {p. B129}	[ -5]
Duty (USCM; 15 or less (almost always)) {p. B134}	[ -15]
Sense of Duty (Squad; Small Group) {p. B153}	[ -5]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[ -1]
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]

SKILLS

Name	Level	Relative	Pts
Armoury (Body Armor)	12	IQ+0	[ 2]
Armoury (Heavy Weapons)	11	IQ-1	[ 1]
Armoury (Small Arms)	12	IQ+0	[ 2]
Climbing	14	DX+1	[ 4]
Computer Hacking	10	IQ-2	[ 2]
Computer Operation	12	IQ+0	[ 1]
Computer Programming	10	IQ-2	[ 1]
Diagnosis (Human)	13*	IQ+1	[ 1]
Diplomacy	11	IQ-1	[ 2]
Driving (Automobile)	12	DX-1	[ 1]
Driving (Heavy Wheeled)	12	DX-1	[ 1]
Electronics Operation (Communications)	11	IQ-1	[ 1]
Electronics Operation (Medical)	14	IQ+2	[ 8]
Electronics Operation (Motion Tracker)	13	IQ+1	[ 4]
Electronics Operation (Security)	11	IQ-1	[ 1]
Electronics Repair (Communications)	11	IQ-1	[ 1]
Electronics Repair (Computers)	11	IQ-1	[ 1]
Electronics Repair (Medical)	13	IQ+1	[ 3]
Electronics Repair (Security)	11	IQ-1	[ 1]
Electronics Repair (Sensors)	12	IQ+0	[ 2]
Engineer (Combat)	10	IQ-2	[ 1]
Explosives (Demolition)	11	IQ-1	[ 1]
Explosives (Explosive Ordnance Disposal)	11	IQ-1	[ 1]
Fast-Draw (Ammo)	14†	DX+1	[ 1]
Fast-Draw (Knife)	14†	DX+1	[ 1]
Fast-Draw (Pistol)	14†	DX+1	[ 1]
Fast-Draw (Rifle)	14†	DX+1	[ 1]
Forced Entry	13	DX+0	[ 1]
Gesture	13	IQ+1	[ 2]
Guns (Grenade Launcher)	15	DX+2	[ 4]
Guns (Light Machine Gun)	14	DX+1	[ 1]
Guns (Pistol)	15	DX+2	[ 2]
Guns (Rifle)	16	DX+3	[ 8]
Intimidation	11	Will-1	[ 1]
Karate	15	DX+2	[ 12]
Parry: 11			
Knife	14	DX+1	[ 2]
Parry: 10			
Leadership	11	IQ-1	[ 1]
Lockpicking	11	IQ-1	[ 1]
Observation	12	Per-1	[ 1]
Physician (Human)	16*	IQ+4	[ 8]
Physiology (Human)	13*	IQ+1	[ 1]
Physiology (non-Human)	11*	IQ-1	[ 0]
Piloting (Aerospace)	12	DX-1	[ 1]
Psychology (Human)	13*	IQ+1	[ 1]
Savoir-Faire (Military)	12	IQ+0	[ 1]
Scrounging	13	Per+0	[ 1]
Search	14	Per+1	[ 4]
Shadowing	12	IQ+0	[ 2]
Soldier	12	IQ+0	[ 2]
Spacer	12	IQ+0	[ 1]
Stealth	13	DX+0	[ 2]
Surgery (Human)	15*	IQ+3	[ 10]
Tactics	11	IQ-1	[ 2]
Throwing	14	DX+1	[ 4]
Tracking	13	Per+0	[ 2]
Urban Survival	13	Per+0	[ 2]
Vacc Suit	12	DX-1	[ 1]
Veterinary	13*	IQ+1	[ 1]
Wrestling	14	DX+1	[ 4]
Parry: 11			

\* +3 from 'Healer'

† +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite		13	-	1d-2 cr	C	-	-	
Karate: Punch		15	11	1d cr	C	-	-	
Karate: Kick		13	-	1d+1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing		14	10	1d+2(2) cut	C,1	6	4	
Large Knife: Thrust		14	10	1d+1(2) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Grenade Launcher (Underbarrel, 1 hex radius)	15	10d cr	4	300 yd / 1000 yd	1	3(3)	10	-	3	1	
<i>Skill used: Guns (Grenade Launcher)</i>											
Large Knife: Thrown	14	1d+1(2) imp	-	10 yd / 18 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											
Pistol	15	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
<i>Skill used: Guns (Pistol)</i>											
Pulse Rifle	16	9d pi+	4	1000 yd / 2.84 mi	3	99+1(3)	10†	-3	3	3	
<i>Skill used: Guns (Rifle)</i>											

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description:</i> Standard issue combat boots designed to protect a Marine's feet. (DR 5) <i>Location:</i> feet	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description:</i> A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back) <i>Location:</i> torso, groin	600	8 lb
1	Grenade Launcher (Underbarrel, 1 hex radius; TL9) <i>Description:</i> The M41A-GL is a 30mm grenade launcher underslung-mounted to the M41A Pulse Rifle. It inflicts 10d of explosive damage to both the target hex it strikes and all adjacent hexes.	300	1 lb
1	Helmet (DR 18; TL9) <i>Description:</i> Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18) <i>Location:</i> skull	250	2 lb
1	Large Knife (TL9; Superfine) <i>Description:</i> A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (2).	240	1 lb
1	Leg Armor (DR 10, lower leg; TL9) <i>Description:</i> Lower leg armor from the M3 infantry series. (DR 10) <i>Location:</i> legs	280	2 lb
1	Med Kit (TL9) <i>Description:</i> A complete crash kit for treating serious injuries. Includes sterile bandages, sutures, and an array of pharmaceutical drugs. +2 to Physician/First Aid skill, and counts as improvised gear (-5) for Surgery.	200	6 lb
1	Misc Gear (TL9) <i>Description:</i> Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.	500	5 lb
1	Motion Tracker (TL9) <i>Description:</i> The often unreliable M314 is an active motion sensor, emitting thousands of ultrasound bursts per second and using the signal returns to differentiate static from moving targets out to an effective range of roughly 200 yards.	750	1 lb
1	Pistol (TL9) <i>Description:</i> The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.	540	2 lb
1	Pulse Rifle (TL9) <i>Description:</i> The legendary Armat M41A Pulse Rifle is an air-cooled automatic assault rifle firing a 10mm armor-piercing, high explosive (APHEX) round. It is the iconic weapon of the USCM.	2700	8 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description:</i> A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 137 ]
Advantages, Perks		[ 70 ]
Disadvantages, Quirks		[ -40 ]
Skills, Techniques		[ 133 ]
<b>Total Points Spent:</b>		<b>300</b>
<b>Unspent Points:</b>		<b>0</b>



Name: Garcia, PFC  
 Race: Human  
 Appearance: Sniper Fireteam, 1st Squad, Section A

Player: Sniper  
 Ht: Wt:

Age: Spent: 300  
 Unspent: 0

CHARACTER SHEET

ST 12 [ 20]	HP 13 [ 2]	Basic Speed 6 [ -5]
DX 13 [ 60]	Will 11 [ 0]	Basic Move 6 [ 0]
IQ 11 [ 20]	Per 13 [ 10]	BL 29 lb (ST*ST)/5
HT 12 [ 20]	FP 12 [ 0]	Thr 1d-1 Sw 1d+2

TL 9 [ 0]	SM +0
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Vision 13*	Taste/Smell 13	Death Check 12
Hearing 13	Fright Check 13†	High Jump 2.17 ft
Touch 13	Consciousness 12	Broad Jump 3 yd

\* Cond. +2 from 'Night Vision' when offsetting darkness penalties † +2 from 'Combat Reflexes'

HP 4, 0, -13, -26, -39, -52, -65 FP 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	9/10*	
DX	Knife	DX	Light	

Eyes DR: 0 HP: 0	Skull DR: 20 HP: 0	<b>Loc. HP #</b> Eyes 2 Neck - Skull - Face - Torso - Groin - Arms 7 Hands 5 Legs 7 Feet 5 <b>Bonus DR: 0</b> <b>Bonus DB: 0</b> <b>Notes:</b>
Neck DR: 0 HP: 0	Face DR: 0 HP: 0	
Torso DR: 30/20 HP: 0	Arms DR: 0 HP: 0	
	Hands DR: 0 HP: 0	
	Groin DR: 30/20 HP: 0	
	Legs DR: 10 HP: 0	
	Feet DR: 5 HP: 0	

\* +1 from 'Combat Reflexes'

Name	Pts
Combat Reflexes {p. B43}	[ 15]
High Pain Threshold {p. B59}	[ 10]
Luck {p. B66}	[ 15]
Night Vision 2 {p. B71}	[ 2]

Name	Pts
Code of Honor (Marine) {p. B127}	[ -10]
Delusion (No living thing can kill me.; Minor) {p. B130}	[ -5]
Duty (USCM; 15 or less (almost always)) {p. B134}	[ -15]
Sense of Duty (Squad; Small Group) {p. B153}	[ -5]

Name	Pts
Unused Quirk 1 {p. B163}	[ -1]
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]

SKILLS

Name	Level	Relative	Pts
Armoury (Body Armor)	11	IQ+0	[ 2]
Armoury (Heavy Weapons)	11	IQ+0	[ 2]
Armoury (Small Arms)	11	IQ+0	[ 2]
Climbing	15	DX+2	[ 8]
Computer Hacking	10	IQ-1	[ 4]
Computer Operation	11	IQ+0	[ 1]
Computer Programming	10	IQ-1	[ 2]
Diplomacy	11	IQ+0	[ 4]
Driving (Automobile)	12	DX-1	[ 1]
Driving (Heavy Wheeled)	12	DX-1	[ 1]
Electronics Operation (Communications)	12	IQ+1	[ 4]
Electronics Operation (Medical)	10	IQ-1	[ 1]
Electronics Operation (Motion Tracker)	10	IQ-1	[ 1]
Electronics Operation (Security)	10	IQ-1	[ 1]
Electronics Repair (Communications)	11	IQ+0	[ 2]
Electronics Repair (Computers)	10	IQ-1	[ 1]
Electronics Repair (Medical)	10	IQ-1	[ 1]
Electronics Repair (Security)	10	IQ-1	[ 1]
Electronics Repair (Sensors)	10	IQ-1	[ 1]
Engineer (Combat)	12	IQ+1	[ 8]
Explosives (Demolition)	12	IQ+1	[ 4]
Explosives (Explosive Ordnance Disposal)	11	IQ+0	[ 2]
Fast-Draw (Ammo)	15*	DX+2	[ 2]
Fast-Draw (Knife)	14*	DX+1	[ 1]
Fast-Draw (Pistol)	14*	DX+1	[ 1]
Fast-Draw (Rifle)	14*	DX+1	[ 1]
First Aid (Human)	13†	IQ+2	[ 4]
Forced Entry	13	DX+0	[ 1]
Gesture	13	IQ+2	[ 4]
Guns (Grenade Launcher)	14	DX+1	[ 1]
Guns (Light Machine Gun)	15	DX+2	[ 1]
Guns (Pistol)	15	DX+2	[ 1]
Guns (Rifle)	17	DX+4	[ 12]
Interrogation	12	IQ+1	[ 4]
Intimidation	11	Will+0	[ 2]
Karate	14	DX+1	[ 8]
Knife	15	DX+2	[ 4]
Lip Reading	13	Per+0	[ 2]
Lockpicking	12	IQ+1	[ 4]
Observation	14	Per+1	[ 4]
Piloting (Aerospace)	12	DX-1	[ 1]
Savoir-Faire (Military)	11	IQ+0	[ 1]
Scrounging	15	Per+2	[ 4]
Search	14	Per+1	[ 4]
Shadowing	14	IQ+3	[ 12]
Soldier	11	IQ+0	[ 2]
Spacer	11	IQ+0	[ 1]
Stealth	14	DX+1	[ 4]
Survival (various)	13	Per+0	[ 2]
Tactics	10	IQ-1	[ 2]
Throwing	14	DX+1	[ 4]
Tracking	15	Per+2	[ 8]
Traps	13	IQ+2	[ 8]
Urban Survival	13	Per+0	[ 2]
Vacc Suit	12	DX-1	[ 1]
Wrestling	14	DX+1	[ 4]

\* +1 from 'Combat Reflexes' † Cond. +1 from 'First Aid Kit'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	-	1d-2 cr	C	-	-	
Karate: Punch	14	11	1d cr	C	-	-	
Karate: Kick	12	-	1d+1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	15	10	1d+2(2) cut	C,1	6	4	
Large Knife: Thrust	15	10	1d+1(2) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown <i>Skill used: Throwing</i>	14	1d+1(2) imp	-	10 yd / 18 yd	1	T(1)	6	-2	-	4	
Pistol, M4A3 <i>Skill used: Guns (Pistol)</i>	15	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
Scope Rifle, M42A <i>Skill used: Guns (Rifle)</i>	17	15d pi+	6+3	1.14 mi / 5.11 mi	1	10(3)	12B	-5	4	3	

**ST "B"**: The weapon has an attached bipod. When firing from the prone position using the bipod, treat the weapon as though it were braced *and* reduce its ST requirement to 2/3 of the listed value (round up); e.g. ST 13 becomes ST 9.

**Shots "T"**: The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description: Standard issue combat boots designed to protect a Marine's feet. (DR 5)</i> <i>Location: feet</i>	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description: A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back)</i> <i>Location: torso, groin</i>	600	8 lb
1	First Aid Kit (TLVar.) <i>Description: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.</i>	50	2 lb
1	Helmet (DR 18; TL9) <i>Description: Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18)</i> <i>Location: skull</i>	250	2 lb
1	Large Knife (TL0; Superfine) <i>Description: A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (2).</i>	240	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description: Lower leg armor from the M3 infantry series. (DR 10)</i> <i>Location: legs</i>	280	2 lb
1	Misc Gear (TL9) <i>Description: Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.</i>	500	5 lb
1	Pistol, M4A3 (TL9) <i>Description: The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.</i>	540	2 lb
1	Scope Rifle, M42A (TL9) <i>Description: The M42A Scope Rifle is a 10mm bullpup, single-action sniper rifle accurate to a range of 3,000 yards. An integrated scope provides an Accuracy bonus of 6+3.</i>	8000	18 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description: A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).</i>	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		127
Advantages, Perks		42
Disadvantages, Quirks		-40
Skills, Techniques		171
<b>Total Points Spent:</b>		<b>300</b>
<b>Unspent Points:</b>		<b>0</b>



Name: Rogers, PFC  
 Race: Human  
 Appearance: Sniper Fireteam, 1st Squad, Section A

Player: Tech and Repair  
 Ht: Wt: Age:

Spent: 300  
 Unspent: 0

CHARACTER SHEET

ST 13	[ 30]	HP 13	[ 0]	Basic Speed 6	[ 0]
DX 12	[ 40]	Will 13	[ -5]	Basic Move 6	[ 0]
IQ 14	[ 80]	Per 14	[ 0]	BL 34 lb	(ST×ST)/5
HT 12	[ 20]	FP 12	[ 0]	Thr 1d	Sw 2d-1

TL 9	[ 0]	SM +0
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Vision 14	Taste/Smell 14	Death Check 12
Hearing 14	Fright Check 15*	High Jump 2.17 ft
Touch 14	Consciousness 12	Broad Jump 3 yd

\* +2 from 'Combat Reflexes'

HP 4, 0, -13, -26, -39, -52, -65      FP 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	9/10*	
Karate	Knife	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0  
 Bonus DB: 0  
 Notes:

\* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[ 15]
High Pain Threshold {p. B59}	[ 10]
Luck {p. B66}	[ 15]
Single-Minded {p. B85}	[ 5]

DISADVANTAGES

Name	Pts
Code of Honor (Marine) {p. B127}	[ -10]
Duty (USCM; 15 or less (almost always)) {p. B134}	[ -15]
Overconfidence (12 or less) {p. B148}	[ -5]
Sense of Duty (Squad; Small Group) {p. B153}	[ -5]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[ -1]
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]

SKILLS

Name	Level	Relative	Pts
Armoury (Body Armor)	13	IQ-1	[ 1]
Armoury (Heavy Weapons)	13	IQ-1	[ 1]
Armoury (Small Arms)	13	IQ-1	[ 1]
Climbing	12	DX+0	[ 2]
Computer Hacking	14	IQ+0	[ 8]
Computer Operation	14	IQ+0	[ 1]
Computer Programming	14	IQ+0	[ 4]
Driving (Automobile)	12	DX+0	[ 2]
Driving (Heavy Wheeled)	12	DX+0	[ 2]
Electronics Operation (Communications)	13	IQ-1	[ 1]
Electronics Operation (Medical)	13	IQ-1	[ 1]
Electronics Operation (Motion Tracker)	14	IQ+0	[ 2]
Electronics Operation (Security)	13	IQ-1	[ 1]
Electronics Repair (Communications)	14	IQ+0	[ 2]
Electronics Repair (Computers)	14	IQ+0	[ 2]
Electronics Repair (Medical)	14	IQ+0	[ 2]
Electronics Repair (Security)	14	IQ+0	[ 2]
Electronics Repair (Sensors)	14	IQ+0	[ 2]
Engineer (Combat)	13	IQ-1	[ 2]
Explosives (Demolition)	13	IQ-1	[ 1]
Explosives (Explosive Ordnance Disposal)	13	IQ-1	[ 1]
Fast-Draw (Ammo)	13*	DX+1	[ 1]
Fast-Draw (Knife)	13*	DX+1	[ 1]
Fast-Draw (Pistol)	13*	DX+1	[ 1]
Fast-Draw (Rifle)	13*	DX+1	[ 1]
Fast-Talk	13	IQ-1	[ 1]
First Aid (Human)	10†	IQ-4	[ 0]
Forced Entry	12	DX+0	[ 1]
Gesture	14	IQ+0	[ 1]
Guns (Grenade Launcher)	14	DX+2	[ 4]
Guns (Light Machine Gun)	14	DX+2	[ 1]
Guns (Pistol)	14	DX+2	[ 4]
Guns (Rifle)	16	DX+4	[ 11]
Interrogation	13	IQ-1	[ 1]
Intimidation	12	Will-1	[ 1]
Karate	15	DX+3	[ 16]
Knife	15	DX+3	[ 8]
Lip Reading	13	Per-1	[ 1]
Lockpicking	14	IQ+0	[ 2]
Observation	14	Per+0	[ 2]
Piloting (Aerospace)	13	DX+1	[ 4]
Savoir-Faire (Military)	14	IQ+0	[ 1]
Scrounging	14	Per+0	[ 1]
Search	14	Per+0	[ 2]
Shadowing	13	IQ-1	[ 1]
Soldier	13	IQ-1	[ 1]
Spacer	14	IQ+0	[ 1]
Stealth	12	DX+0	[ 2]
Tactics	13	IQ-1	[ 2]
Throwing	13	DX+1	[ 4]
Tracking	14	Per+0	[ 2]
Urban Survival	13	Per-1	[ 1]
Vacc Suit	11	DX-1	[ 1]
Wrestling	14	DX+2	[ 8]

\* +1 from 'Combat Reflexes'

† Cond. +1 from 'First Aid Kit'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d-1 cr	C	-	-	
Karate: Punch	15	11	1d+1 cr	C	-	-	
Karate: Kick	13	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	15	10	2d-1(2) cut	C,1	6	4	
Large Knife: Thrust	15	10	1d+2(2) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Grenade Launcher (Underbarrel, 1 hex radius)	14	10d cr	4	300 yd / 1000 yd	1	3(3)	10	-	3	1	
<i>Skill used: Guns (Grenade Launcher)</i>											
Large Knife: Thrown	13	1d+2(2) imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											
Pistol, M4A3	14	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
<i>Skill used: Guns (Pistol)</i>											
Pulse Rifle, M41A	16	9d pi+	4	1000 yd / 2.84 mi	3	99+1(3)	10†	-3	3	3	
<i>Skill used: Guns (Rifle)</i>											

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description: Standard issue combat boots designed to protect a Marine's feet. (DR 5)</i> <i>Location: feet</i>	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description: A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back)</i> <i>Location: torso, groin</i>	600	8 lb
1	First Aid Kit (TLVar.) <i>Description: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.</i>	50	2 lb
1	Grenade Launcher (Underbarrel, 1 hex radius; TL9) <i>Description: The M41A-GL is a 30mm grenade launcher underslung-mounted to the M41A Pulse Rifle. It inflicts 10d of explosive damage to both the target hex it strikes and all adjacent hexes.</i>	300	1 lb
1	Helmet (DR 18; TL9) <i>Description: Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18)</i> <i>Location: skull</i>	250	2 lb
1	Large Knife (TL0; Superfine) <i>Description: A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (2).</i>	240	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description: Lower leg armor from the M3 infantry series. (DR 10)</i> <i>Location: legs</i>	280	2 lb
1	Misc Gear (TL9) <i>Description: Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.</i>	500	5 lb
1	Motion Tracker (TL9) <i>Description: The often unreliable M314 is an active motion sensor, emitting thousands of ultrasound bursts per second and using the signal returns to differentiate static from moving targets out to an effective range of roughly 200 yards.</i>	750	1 lb
1	Pistol, M4A3 (TL9) <i>Description: The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.</i>	540	2 lb
1	Pulse Rifle, M41A (TL9) <i>Description: The legendary Armat M41A Pulse Rifle is an air-cooled automatic assault rifle firing a 10mm armor-piercing, high explosive (APHEX) round. It is the iconic weapon of the USCM.</i>	2700	8 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description: A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).</i>	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		165
Advantages, Perks		45
Disadvantages, Quirks		-40
Skills, Techniques		130
<b>Total Points Spent:</b>		<b>300</b>
<b>Unspent Points:</b>		<b>0</b>