



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

Player: _____
 Ht: _____ Wt: _____ Age: _____
 Spent: 623
 Unspent: 0

CHARACTER SHEET

ST 22* [120]	HP 22 [0]	Basic Speed 6 [0]
DX 13 [60]	Will 12 [0]	Basic Move 6 [0]
IQ 12 [40]	Per 12 [0]	BL 97 lb (ST×ST)/5
HT 11† [10]	FP 11 [0]	Thr 2d+1 Sw 4d+1
* Cond. +1 from 'Striking ST'		† Cond. +1 from 'Fit'

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 Vision' † +1 from 'Hard to Kill', +1 from 'Fit'	‡ +2 from 'Acute Hearing' § +2 from 'Combat Reflexes'	¶ +1 from 'Hard to Subdue', +1 from 'Fit'

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	[2]
Interrogation	11	IQ-1	[1]
Jumping	13	DX+0	[1]
Karate	16	DX+3	[16]
Parry: 12			
Knife	13	DX+0	[1]
Parry: 9			
Navigation	11	IQ-1	[1]
Observation	14§	Per+2	[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	[1]
Search	11	Per-1	[1]
Stealth	12	DX-1	[1]
Strategy	11	IQ-1	[2]
Survival	11	Per-1	[1]
Swimming	11	HT+0	[1]
Throwing	16	DX+3	[12]
* Cond. +2 from 'Kit (Repair+)' † +1 from 'Combat Reflexes'	‡ Cond. +1 from 'Kit (First Aid)' § +2 from 'Acute Vision'		



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

Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <small>Skill used: Brawling</small>	14	11	2d cr	C	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	2d+2 cr	C,1	-	
Karate: Punch <small>Skill used: Karate</small>	16	12	2d+4 cr	C	-	
Karate: Kick <small>Skill used: Karate-2</small>	14	-	2d+6 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <small>Skill used: Saber</small>	15	11	2d(3) cut	1	9	

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	12*	8*	10*	
Saber	Karate	DX	None	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	12	
Hands	8	
Legs	12	
Feet	8	

Bonus DR: 50†
Bonus DB: 0

Notes:
DR Notes: Armor is semi-ablative, meaning it loses (until it can be repaired) 1 point of DR for every 10 full points of injury inflicted.

* +1 from 'Combat Reflexes' † +50 from 'Damage Resistance'

HP 7, 0, -22, -44, -66, -88, -110 **FP** 3, 0, -11

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.
-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

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



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

Player:
 Ht:
 Wt:
 Age:
 Spent: 275
 Unspent: 0

CHARACTER SHEET

ST 15*	[50]	HP 15	[0]	Basic Speed 6	[0]
DX 13	[60]	Will 12	[0]	Basic Move 6	[0]
IQ 12	[40]	Per 12	[0]	BL 45 lb	(ST*ST)/5
HT 11†	[10]	FP 11	[0]	Thr 1d+1	Sw 2d+2
* Cond. +1 from 'Striking ST'		† Cond. +1 from 'Fit'			

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'

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	[2]
Interrogation	11	IQ-1	[1]
Jumping	13	DX+0	[1]
Karate	16	DX+3	[16]
Parry: 12			
Knife	13	DX+0	[1]
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			
Savoir-Faire (Mobile Infantry)	12	IQ+0	[1]
Scrounging	12	Per+0	[1]
Search	11	Per-1	[1]
Stealth	12	DX-1	[1]
Strategy	11	IQ-1	[2]
Survival	11	Per-1	[1]
Swimming	11	HT+0	[1]
Throwing	16	DX+3	[12]
* Cond. +2 from 'Kit (Repair+)'		† +1 from 'Combat Reflexes'	
		‡ Cond. +1 from 'Kit (First Aid)'	



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]

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

Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	11	1d cr	C	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d+2 cr	C,1	-	
Karate: Punch <i>Skill used: Karate</i>	16	12	1d+2 cr	C	-	
Karate: Kick <i>Skill used: Karate-2</i>	14	-	1d+4 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <i>Skill used: Saber</i>	15	11	2d(3) cut	1	9	

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	12*	8*	10*	
Saber	Karate	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	6	
Legs	8	
Feet	6	

Eyes	DR: 15	HP: 0
Skull	DR: 17	HP: 0
Neck	DR: 15	HP: 0
Face	DR: 15	HP: 0
Torso	DR: 15	HP: 0
Arms	DR: 15	HP: 0
Hands	DR: 15	HP: 0
Groin	DR: 15	HP: 0
Legs	DR: 15	HP: 0
Feet	DR: 15	HP: 0

* +1 from 'Combat Reflexes'

HP

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

FP

3, 0, -11

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

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
	<i>Location: all</i>	
	Totals:	42 lb



Name: _____
 Race: Human
 Appearance: Heavy Ordnance, Comms/Tech (in Armor)

Player: _____
 Ht: _____ Wt: _____ Age: _____
 Spent: 623
 Unspent: 0

CHARACTER SHEET

ST 20 [100]	HP 22 [4]	Basic Speed 6 [5]
DX 13 [60]	Will 14 [5]	Basic Move 6 [0]
IQ 13 [60]	Per 13 [0]	BL 80 lb (ST×ST)/5
HT 10* [0]	FP 11 [3]	Thr 2d-1 Sw 3d+2

* Cond. +2 from 'Very Fit'

Vision 15*	Taste/Smell 13	Death Check 13†
Hearing 15‡	Fright Check 16§	High Jump 25.78 yd
Touch 13	Consciousness 13¶	Broad Jump 106.67 yd

* +2 from 'Acute Vision'
 † +2 from 'Very Fit', +1 from 'Hard to Kill'
 ‡ +2 from 'Acute Hearing'
 § +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]
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	[1]
Karate	14	DX+1	[8]
Parry: 11			
Knife	13	DX+0	[1]
Parry: 9			
Navigation	12	IQ-1	[1]
Observation	15§	Per+2	[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	[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 Reflexes'
 ‡ Cond. +1 from 'Kit (First Aid)'
 § +2 from 'Acute Vision'



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	[50]
Very Fit	[15]

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 ATTACKS						
Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	11	2d-2 cr	C	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	2d cr	C,1	-	
Karate: Punch <i>Skill used: Karate</i>	14	11	2d+2 cr	C	-	
Karate: Kick <i>Skill used: Karate-2</i>	12	-	2d+4 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <i>Skill used: Saber</i>	13	10	3d+2(3) cut	1	9	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	8*	10*	
Saber	Karate	DX	None	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	12	
Hands	8	
Legs	12	
Feet	8	

Bonus DR: 50†
Bonus DB: 0

Notes:
DR Notes: Armor is semi-ablative, meaning it loses (until it can be repaired) 1 point of DR for every 10 full points of injury inflicted.

* +1 from 'Combat Reflexes' † +50 from 'Damage Resistance'

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	

HP _____ **FP** _____

7, 0, -22, -44, -66, -88, -110 3, 0, -11

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



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

Player:
 Ht:
 Wt:
 Age:
 Spent: 275
 Unspent: 0

CHARACTER SHEET

ST 13 [30]	HP 15 [4]	Basic Speed 6 [5]
DX 13 [60]	Will 14 [5]	Basic Move 6 [0]
IQ 13 [60]	Per 13 [0]	BL 34 lb (ST*ST)/5
HT 10* [0]	FP 11 [3]	Thr 1d Sw 2d-1

* 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]
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	[1]
Karate	14	DX+1	[8]
Parry: 11			
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			
Savoir-Faire (Mobile Infantry)	13	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 Reflexes'
 ‡ Cond. +1 from 'Kit (First Aid)'



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	[15]

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 ATTACKS

Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	11	1d-1 cr	C	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d+1 cr	C,1	-	
Karate: Punch <i>Skill used: Karate</i>	14	11	1d+1 cr	C	-	
Karate: Kick <i>Skill used: Karate-2</i>	12	-	1d+3 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <i>Skill used: Saber</i>	13	10	2d(3) cut	1	9	

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	8*	10*	
Saber	Karate	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	6	
Legs	8	
Feet	6	

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

HP 4, 0, -15, -30, -45, -60, -75
FP 3, 0, -11

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

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
	<i>Location: all</i>	
	Totals:	32 lb



Name: _____
 Race: Human
 Appearance: Neodog Handler, Medic-Sensors (in Armor)

Player: _____
 Ht: _____ Wt: _____ Age: _____
 Spent: 623
 Unspent: 0

CHARACTER SHEET

ST 19 [90]	HP 19 [0]	Basic Speed 6.25 [5]
DX 14 [80]	Will 13 [0]	Basic Move 8 [10]
IQ 13 [60]	Per 14 [5]	BL 72 lb (ST×ST)/5
HT 10 [0]	FP 11 [3]	Thr 2d-1 Sw 3d+1

Vision 16 [*]	Taste/Smell 14	Death Check 11 [†]
Hearing 16 [‡]	Fright Check 15 [§]	High Jump 135.11 yd
Touch 14	Consciousness 11 [¶]	Broad Jump 554.67 yd
[*] +2 from 'Acute Vision'	[‡] +2 from 'Acute Hearing'	[¶] +1 from 'Hard to Subdue'
[†] +1 from 'Hard to Kill'	[§] +2 from 'Combat Reflexes'	

SKILLS			
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	[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]
Parry: 10			
Navigation	13	IQ+0	[2]
Observation	16 [§]	Per+2	[2]
Physician (Human)	14	IQ+1	[8]
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	[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)'		
[†] +1 from 'Combat Reflexes'	[§] +2 from 'Acute Vision'		



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 ATTACKS

Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <small>Skill used: Brawling</small>	14	11	2d-2 cr	C	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	2d cr	C,1	-	
Karate: Punch <small>Skill used: Karate</small>	15	11	2d+2 cr	C	-	
Karate: Kick <small>Skill used: Karate-2</small>	13	-	2d+4 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <small>Skill used: Saber</small>	14	11	2d(3) cut	1	9	

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	10*	
Saber	Karate	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	

Bonus DR: 40†
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes' † +40 from 'Damage Resistance'

HP 6, 0, -19, -38, -57, -76, -95 **FP** 3, 0, -11

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.
-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

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



Name:
 Race: Human
 Appearance: Neodog Handler, Medic-Sensors (out of Armor)

Player:
 Ht:
 Wt:
 Age:
 Spent: 275
 Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6.25 [5]
DX 14 [80]	Will 13 [0]	Basic Move 8 [10]
IQ 13 [60]	Per 14 [5]	BL 29 lb (ST×ST)/5
HT 10 [0]	FP 11 [3]	Thr 1d-1 Sw 1d+2

Vision 14	Taste/Smell 14	Death Check 11*
Hearing 14	Fright Check 15†	High Jump 1.06 yd
Touch 14	Consciousness 11‡	Broad Jump 4.33 yd

* +1 from 'Hard to Kill' † +2 from 'Combat Reflexes' ‡ +1 from 'Hard to Subdue'

SKILLS			
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	[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]
Parry: 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			
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+)'
 ‡ +1 from 'Combat Reflexes' § Cond. -2 from 'Encumbrance Penalty'



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]

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 <i>Skill used: Brawling</i>	14	11	1d-2 cr	C	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d cr	C,1	-	
Karate: Punch <i>Skill used: Karate</i>	15	11	1d cr	C	-	
Karate: Kick <i>Skill used: Karate-2</i>	13	-	1d+2 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <i>Skill used: Saber</i>	14	11	2d(3) cut	1	9	

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	9/10*	
Saber	Karate	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'

HP 3, 0, -12, -24, -36, -48, -60

FP 3, 0, -11

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

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
	<i>Location: all</i>	
	Totals:	30 lb



Name: Neodog Mk. III
Race: Neodog
Appearance:

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

CHARACTER SHEET

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 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d+1 Sw 2d+1

* Cond. +5 from 'Striking ST'

Vision 15	Taste/Smell 15	Death Check 12
Hearing 15	Fright Check 9*	High Jump 1.06 yd
Touch 15	Consciousness 12	Broad Jump 4.33 yd

* +2 from 'Combat Reflexes'

SKILLS			
Name	Level	Relative	Pts
Brawling	15	DX+3	[8]
Parry: 11			
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)	[8]
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]

DISADVANTAGES	
Name	Pts
Self-Destruct	[-10]

MELEE ATTACKS						
Name	Skill	Parry	Damage	Reach	ST	Notes
Bite: Primary	15	11	3d(2) cut	C	-	
Skill used: Brawling						
Brawling: Punch	15	11	1d+1 cut/imp	C	-	
Skill used: Brawling						
Brawling: Kick	13	-	1d+2 cut/imp	C,1	-	
Skill used: Brawling-2						

RANGED ATTACKS										
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										

PARRY	PARRY	BLOCK	DODGE	OTHER
10*		8*	11†	
DX		DX	None	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	13	
Hands	9	
Legs	13	
Feet	9	

Bonus DR: 30‡
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes' † +1 from 'Combat Reflexes' ‡ +30 from 'Damage Resistance'
+1 from 'Enhanced Dodge'

HP 8, 0, -25, -50, -75, -100, -125 **FP** 3, 0, -12

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



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

Player: _____ Spent: 623
 Ht: _____ Wt: _____ Age: _____ Unspent: 0

CHARACTER SHEET

ST 19 [90]	HP 19 [0]	Basic Speed 6.25 [0]
DX 14 [80]	Will 13 [0]	Basic Move 8 [10]
IQ 13 [60]	Per 14 [5]	BL 72 lb (ST×ST)/5
HT 11 [10]	FP 12 [3]	Thr 2d-1 Sw 3d+1

Vision 16 ⁺	Taste/Smell 14	Death Check 12 [†]
Hearing 16 [‡]	Fright Check 15 [§]	High Jump 135.11 yd
Touch 14	Consciousness 12 [¶]	Broad Jump 554.67 yd

* +2 from 'Acute Vision'
 † +1 from 'Hard to Kill'
 ‡ +2 from 'Acute Hearing'
 § +2 from 'Combat Reflexes'
 ¶ +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)	12 [*]	IQ-1	[1]
Armoury (Missile Weapons)	12 [*]	IQ-1	[1]
Armoury (Power Armor)	12 [*]	IQ-1	[1]
Body Language (Bug)	10	Per-4	[0]
Body Language (Human)	13	Per-1	[1]
Brawling	14	DX+0	[1]
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	[1]
Fast-Draw (Rifle)	15 [†]	DX+1	[1]
Fast-Draw (Sword)	15 [†]	DX+1	[1]
First Aid	13 [‡]	IQ+0	[1]
Forward Observer	13	IQ+0	[2]
Free Fall	13	DX-1	[1]
Gesture	14	IQ+1	[2]
Guns (Pistol)	15	DX+1	[1]
Guns (Rifle)	16	DX+2	[4]
Interrogation	12	IQ-1	[1]
Jumping	15	DX+1	[2]
Karate	14	DX+0	[4]
Parry: 11			
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			
Savoir-Faire (Mobile Infantry)	13	IQ+0	[1]
Scrounging	15	Per+1	[2]
Search	14	Per+0	[2]
Stealth	14 [¶]	DX+0	[2]
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'
 ‡ Cond. +1 from 'Kit (First Aid)'
 § +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



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	[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)	
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 <small>Skill used: Brawling</small>	14	11	2d-2 cr	C	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	2d cr	C,1	-	
Karate: Punch <small>Skill used: Karate</small>	14	11	2d cr	C	-	
Karate: Kick <small>Skill used: Karate-2</small>	12	-	2d+2 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <small>Skill used: Saber</small>	14	11	2d(3) cut	1	9	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	10*	
Saber	Karate	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	

Bonus DR: 40†
Bonus DB: 0

Notes:
DR Notes: Armor is semi-ablative, meaning it loses (until it can be repaired) 1 point of DR for every 10 full points of injury inflicted.

* +1 from 'Combat Reflexes' † +40 from 'Damage Resistance'

HP 6, 0, -19, -38, -57, -76, -95
FP 3, 0, -12

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

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
	<small>Location: all</small>	
1	TOAD Charge (Timer Operated Atomic Device)	2 lb
	Totals:	56 lb



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

Player:
 Ht: Wt: Age: Spent: 275
 Unspent: 0

CHARACTER SHEET

ST 12	[20]	HP 12	[0]	Basic Speed 6.25	[0]
DX 14	[80]	Will 13	[0]	Basic Move 8	[10]
IQ 13	[60]	Per 14	[5]	BL 29 lb	(ST*ST)/5
HT 11	[10]	FP 12	[3]	Thr 1d-1	Sw 1d+2

Vision 14	Taste/Smell 14	Death Check 12*
Hearing 14	Fright Check 15†	High Jump 1.06 yd
Touch 14	Consciousness 12‡	Broad Jump 4.33 yd
* +1 from 'Hard to Kill' † +2 from 'Combat Reflexes' ‡ +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)	12*	IQ-1	[1]
Armoury (Missile Weapons)	12*	IQ-1	[1]
Armoury (Power Armor)	12*	IQ-1	[1]
Body Language (Bug)	10	Per-4	[0]
Body Language (Human)	13	Per-1	[1]
Brawling	14	DX+0	[1]
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	[1]
Fast-Draw (Rifle)	15†	DX+1	[1]
Fast-Draw (Sword)	15†	DX+1	[1]
First Aid	13‡	IQ+0	[1]
Forward Observer	13	IQ+0	[2]
Free Fall	13	DX-1	[1]
Gesture	14	IQ+1	[2]
Guns (Pistol)	15	DX+1	[1]
Guns (Rifle)	16	DX+2	[4]
Interrogation	12	IQ-1	[1]
Jumping	15	DX+1	[2]
Karate	14	DX+0	[4]
Parry: 11			
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			
Savoir-Faire (Mobile Infantry)	13	IQ+0	[1]
Scrounging	15	Per+1	[2]
Search	14	Per+0	[2]
Stealth	14	DX+0	[2]
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)'		‡ Cond. +1 from 'Kit (First Aid)'	
† +1 from 'Combat Reflexes'		§ Cond. -2 from 'Encumbrance Penalty'	



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)	[5]
Signature Gear 1 (Power Armor)	[1]

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 <small>Skill used: Brawling</small>	14	11	1d-2 cr	C	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	1d cr	C,1	-	
Karate: Punch <small>Skill used: Karate</small>	14	11	1d-1 cr	C	-	
Karate: Kick <small>Skill used: Karate-2</small>	12	-	1d+1 cr	C,1	-	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Saber <small>Skill used: Saber</small>	14	11	2d(3) cut	1	9	

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	9/10*	
Saber	Karate	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'

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

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

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
<small>Location: all</small>		
Totals:		34 lb