

CHARACTER NAME: **Death Trooper**SPECIES: **Human**CAREER: **Soldier**SPECIALIZATIONS: **Commando**SOAK
8DEFENSE
0 **0**
RANGED MELEEWOUND
18
THRESHOLD CURRENTSTRAIN
12
THRESHOLD CURRENT**4**
BRAWN**4**
AGILITY**2**
INTELLECT**3**
CUNNING**2**
WILLPOWER**2**
PRESENCE

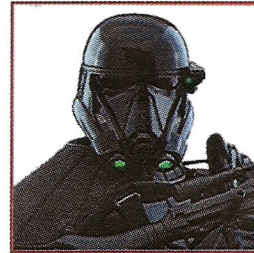
SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	2	●●●●●●●●
Cool (Pr)		1	●●●●●●●●
Coordination (Ag)		1	●●●●●●●●
Perception (Cun)		-	●●●●●●●●
Resilience (Br)	✓	2	●●●●●●●●
Stealth (Ag)		2	●●●●●●●●
Survival (Cun)	✓	1	●●●●●●●●
Vigilance (Wil)		1	●●●●●●●●
Warfare (Int)	✓	1	●●●●●●●●

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	●●●●●●●●
Melee (Br)	✓	1	●●●●●●●●
Ranged - Heavy (Ag)	✓	3	●●●●●●●●
Ranged - Light (Ag)	✓	2	●●●●●●●●

TALENTS

TALENT	RANK	DESCRIPTION
Armor Master	--	When wearing armor, the character increases his total soak value by one.
Barrage	1	Add one damage per rank of Barrage to one hit of a successful Ranged (Heavy) or Gunnery attacks with non-starship/vehicle weapons at long or extreme range.
Durable	1	The character may reduce a Critical Injury result he suffers by 10 per rank of Durable, to a minimum of one.
Jury Rigged	1	The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one, decrease the Advantage cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.
Physical Training	2	The character adds ● per rank of Physical Training to his Athletics and Resilience checks.
Point Blank	1	The character adds one damage per rank of Point Blank to one hit of successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.
Quick Strike	1	When performing a combat check during combat, the character adds ● per rank of Quick Strike to combat checks against any target that has not yet acted in the encounter.
Spare Clip	--	The character does not run out of ammo on a ☹. Items with Limited Ammo quality run out of ammo as normal.
Strong Arm	--	Characters with the Strong Arm talent treat thrown weapons as if they had one step greater range, to a maximum of medium range.
Toughened	2	The character increases his wound threshold by two per rank of Toughened.

**500****9****10**

VALUE THRESHOLD

CRITICAL INJURIES

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EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Light Repeating Blaster	Ranged - Heavy	12	Long	●●●●●●●●
Critical: ☹☹☹☹ Qualities: Auto Fire, Pierce 4, Superior, Accurate 1				
Frag Grenade	Ranged - Light	8	Short	●●●●●●●●
Quantity: 3 Critical: ☹☹☹☹ Qualities: Blast 6, Limited Ammo 1				
Vibroknife	Melee	6	Engaged	●●●●●●●●
Critical: ☹☹ Qualities: Pierce 2, Vicious 1				

ARMOR AND OTHER GEAR

Laminate	Soak: 3 Attachments: Enhanced Optics Suite (1 Skill (Vigilance) Mod, Removes up to ■ added to all Perception, Vigilance, and combat skill checks due to darkness, smoke, or other environmental effects that obscure vision.), Multi-Band Comlink (A long range comlink is integrated into helmet.), Superior Armor Customization (Quality (Superior) Mod), Threat Monitor (2 Add One ☹ to Initiative Check Mods, 1 Innate Talent (Quick Strike) Mod)
Utility Belt	Features: 1 Increase Encumbrance Threshold by 1 Mod