

CHARACTER NAME: **Shadow Trooper**SPECIES: **Human**CAREER: **Hired Gun**SPECIALIZATIONS: **Heavy**SOAK  
**6**DEFENSE  
**0** **0**  
RANGED MELEEWOUND  
**15**  
THRESHOLD CURRENTSTRAIN  
**14**  
THRESHOLD CURRENT**3**  
BRAWN**3**  
AGILITY**2**  
INTELLECT**3**  
CUNNING**3**  
WILLPOWER**2**  
PRESENCE

## SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	2	6 6 6 6
Cool (Pr)		1	6 6 6 6
Discipline (Wil)	✓	1	6 6 6 6
Perception (Cun)	✓	2	6 6 6 6
Resilience (Br)	✓	1	6 6 6 6
Stealth (Ag)		2	6 6 6 6
Survival (Cun)		1	6 6 6 6
Vigilance (Wil)	✓	2	6 6 6 6
Warfare (Int)		1	6 6 6 6

COMBAT SKILLS	CAREER	RANK	DICE POOL
Gunnery (Ag)	✓	1	6 6 6 6
Ranged - Heavy (Ag)	✓	2	6 6 6 6
Ranged - Light (Ag)	✓	2	6 6 6 6

## TALENTS

TALENT	RANK	DESCRIPTION
<b>Barrage</b>	4	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.
<b>Brace</b>	2	As a maneuver, the character may Brace himself. This allows a character to remove ■ per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.
<b>Burly</b>	3	The character reduces any wielded or carried weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.
<b>Grit</b>	1	Each rank of Grit increases a character's strain threshold by one.
<b>Spare Clip</b>	--	The character does not run out of ammo on a ☹. Items with Limited Ammor quality run out of ammo as normal.
<b>Toughened</b>	1	The character increases his wound threshold by two per rank of Toughened..

**500****8** **8**  
VALUE THRESHOLD

CRITICAL INJURIES	
◆◆◆◆	◆◆◆◆
◆◆◆◆	◆◆◆◆

## EQUIPMENT

## ARMOR AND OTHER GEAR

Laminate

Personal Stealth Field

**Soak:** 3 **Attachments:** Multi-Band Comlink (A long range comlink is integrated into helmet.), Superior Armor Customization (Quality (Superior) Mod), 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.), "Accu-Strike" Integrated Targeting Computer (Add ■ to all Ranged attacks at long or extreme range.)

**Features:** Cannot be seen visually. All other means of detecting location use **Formidable** (◆◆◆◆) difficulty.