

CHARACTER NAME: **Shock Trooper**SPECIES: *Human*CAREER: *Hired Gun*SPECIALIZATIONS: *Heavy*SOAK  
**6**DEFENSE  
**0** **0**  
DAMAGED MELEEWOUND  
**13**  
THAT SHOULD CURRENTSTRAIN  
**13**  
THAT SHOULD CURRENT**3**  
BRAWN**3**  
AGILITY**2**  
INTELLECT**3**  
CUNNING**3**  
WILLPOWER**2**  
PRESENCE

## SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Athletics (Br)	✓	2	6
Cool (Pr)		1	4
Coordination (Ag)		1	4
Discipline (Wil)	✓	1	4
Perception (Cun)	✓	1	4
Resilience (Br)	✓	1	4
Stealth (Ag)		1	4
Vigilance (Wil)	✓	2	6
Warfare (Int)		1	4

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	1	4
Melee (Br)	✓	1	4
Ranged - Heavy (Ag)	✓	2	6
Ranged - Light (Ag)	✓	1	4

## TALENTS

TALENT	RANK	DESCRIPTION
<b>Barrage</b>	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.
<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. Once per round before making a non-thrown ranged attack, the character may perform a maneuver to attempt a Sniper Shot. Sniper Shot increases the maximum range of his ranged weapon up to one range band per rank. For each rank beyond the normal maximum of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).
<b>Sniper Shot</b>	2	

**500****3** **9**  
VALUE THRESHOLD

## CRITICAL INJURIES

◆◆◆◆	◆◆◆◆
◆◆◆◆	◆◆◆◆

## EQUIPMENT

## ARMOR AND OTHER GEAR

Laminate

Utility Belt

**Soak:** 3 **Attachments:** Multi-Band Comlink (A long range comlink is integrated into helmet.), MB-7 "Ranger" Range Finder (2 Innate Talent (Sniper Shot) Mods), 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.)

**Features:** 1 Increase Encumbrance Threshold by 1 Mod