CHARACTER NAME: *Storm Commando*
SPECIES: *Human*
CAREER: *Soldier*
SPECIALIZATIONS: *Commando*

BRAWN	AGILITY	INTELLECT
3	3	2

CUNNING	WILLPOWER	PRESENCE
3	3	2

SOAK	DEFENSE		WOUND		STRAIN	
6	0	0	15		14	
	RANGED	MELEE	THRESHOLD	CURRENT	THRESHOLD	CURRENT

500

VALUE	THRESHOLD
9	9

SKILLS

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

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✔	1	
Melee (Br)	✔	2	
Ranged - Heavy (Ag)	✔	2	

TALENTS

TALENT	RANK	DESCRIPTION
Armor Master	--	When wearing armor, the character increases his total soak value by one.
Durable	1	The character may reduce a Critical Injury result he suffers by 10 per rank of Durable, to a minimum of one.
Grit	1	Each rank of Grit increases a character's strain threshold by one.
Physical Training	2	The character adds ▢ per rank of Physical Training to his Athletics and Resilience checks.
Stalker	1	The character adds ▢ per rank of Stalker to all Coordination and Stealth checks.
Toughened	1	The character increases his wound threshold by two per rank of Toughened..
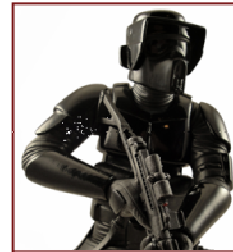
CRITICAL INJURIES

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EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Rifle	Ranged - Heavy	9	Long	

Critical: ◌◌◌ Qualities: Stun Setting

Vibroknife	Melee	4	Engaged	

Critical: ◌◌ Qualities: Pierce 2, Vicious 1

Knockout Grenade	Ranged - Light	12	Short	

Quantity: 2 Critical: -- Qualities: Blast 10, Limited Ammo 1, Stun Damage
Features: No effect on targets wearing breath masks or without respiratory systems.

ARMOR AND OTHER GEAR

Storm Commando Armor	**Soak:** 2 **Attachments:** *In-Helmet Scanner* (Adds a general purpose scanner to the user's helmet. The scanner allows the user to remove ▪ imposed on any checks due to darkness or environmental conditions such as smoke or fog. It also allows the user to detect heat sources and motion within medium range.), *Reflec Shadowskin* (Add automatic ◌ to Stealth checks, 1 Innate Talent (Stalker) Mod, 2 Add setback to Perception checks to see wearer Mods), *Enhanced Optics Suite* (Removes up to ▪▪ added to all Perception, Vigilance, and combat skill checks due to darkness, smoke, or other environmental effects that obscure vision. , 1 Skill (Vigilance) Mod), *Multi-Band Comlink* (A long range comlink is integrated into helmet.)
Utility Belt	**Features:** 1 Increase Encumbrance Threshold by 1 Mod
Extra Reload	