

Traits: Abilities, Equipment, Awards

Bonus	Effect

Wounds, Notes & Overflow damage

Attributes: Start value/Improvement bonus/Total

Move	6		
Mind	4		
Action P.	1		
Tactic	0		
Close	4		
Strength	1		
Focus	1		
Full Att.	1		
PB&M	4		
L&E	3		
Dead Eye	0		
Aim	1		
Full Auto	1		
Dodge	0		
Parry	0		

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Xeno-Force Marine

Marine Name

Player Name

Rank & Class

Energy Shield

0

0

Head (12)

2

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Key Attributes

Move 6 Tactics 0

Mind 4 Action ★☆☆☆

Points ☆☆☆☆

Dodge 0

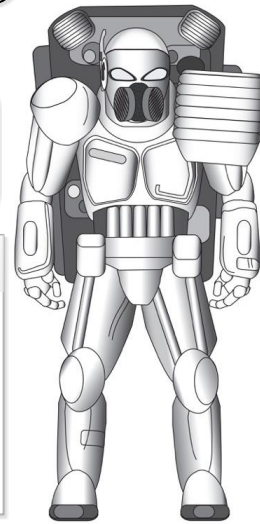
Parry 0

Wound Effects:

Head: -1 Action Point & -2 Mind

Arm: -1 Dice attacks per wound; -1 per 2 wounds 2H weapons

Legs: -1 Move



Confirmed Kills

Right Arm (3,4)

2

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Left Arm (10,11)

2

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Heavy Pistol

Close	7
Point B	7
Pen	1
Focus	1

Reliable Reach
Offhand

Legs (5,9)

3

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Torso (6,7,8) & (2 – Critical x2 Boxes)

3

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Grenades

	FRAG		
Close	5		
Blast Acc	1		
Blast Radius	2		
Blast Dmg	2D		
Penetration	1		

Notes

Can take Precision Weapon training for their free training feat at Rank 1. If so they get +1 dice at all ranges with the Precision Laser Rifle (3,5,5,5)

Primary Weapons

Precision Laser Rifle, Heavy Pistol & Combat Knife + 3 Fragmentation Grenades

Point B	2	Blast Acc		Close	5	Improvised (off)	
Medium	4	Blast Radius		Penetration	1	Close	5
Long	4	Blast Dmg		Focus	3	Pen	1
Extreme	4	Setup Time		Full Attack	3	Focus	1
Penetration	1	Notes: Knife, pistol are Reliable. Only 1 Jam on Botch none on mishap. Laser rifle and Improvised Off hand attack very reliable, never jams and can use off hand attack with it. Pistol has REACH close range = 3"					
Aim	4						
Full Auto	-						
		Grenades		○○○		○○○ ○○○	