

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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Grenades

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

Notes

Xeno-Force Marine

Marine Name

Player Name

Rank & Class

Energy Shield

0

0

Head (12)

2

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Key Attributes

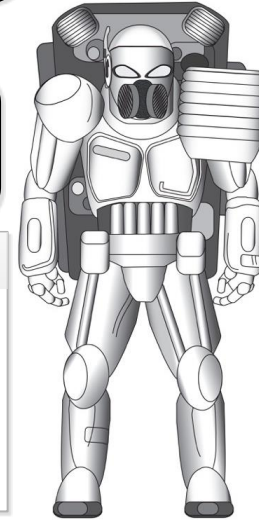
Move Tactics

Mind Action ★☆☆☆☆

Points ☆☆☆☆☆

Dodge

Parry



Armour Soak

Ablative Armour ●

Toughness ▲ Wounds ●

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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Primary Weapons

Combat Shotgun, Heavy Pistol & Combat Knife + 3 Fragmentation Grenades

Point B	7	Blast Acc		Close	5	Improvised (off)	
Medium	5	Blast Radius		Penetration	1	Close	5
Long	-	Blast Dmg		Focus	3	Pen	1
Extreme	-	Setup Time		Full Attack	3	Focus	1
Penetration	1	Notes: Knife, pistol are Reliable. Only 1 Jam on Botch none on mishap. Improvised Off hand attack & Shotgun very reliable, never jams. Shotgun can shoot twice for one action at PB range.				Full Att.	1
Aim	-					Grenades	○○○
Full Auto	-					○○○	○○○