

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

Right Arm (3,4)

2

Left Arm (10,11)

2

Legs (5,9)

3

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

3

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

Heavy Pistol

Close	7
Point B	7
Pen	1
Focus	1
Reliable Reach	
Offhand	

Primary Weapons

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

Key Attributes

Move	6	Tactics	0
Mind	4	Action Points	★☆☆☆
		Parry	0
		Dodge	0
		Armour Soak	2
		Ablative Armour	●
		Toughness	▲
		Wounds	●