



### COMBAT SKILLS

Name	Bonus
Wahrnehmung	+2
Ranken	+1
Taktik: Mech	+3
Karriere Soldat	+2
Gewehr	+2
Pistolen	+1
Kampfsport: Militärisch	+2
Gummy / Ballistik / Humanoid	+3
Missile / Humanoid	+1
Laser / Humanoid	+3
Pilot / Mech	+4
Sinnesen	+3
Survival	+1
Heimlichkeit	+1
Computerv	+1

### NON-COMBAT SKILLS

Name	Bonus
-Deutsch	+2
Sprache - Englisch	+1
-Urdeu	+1
Kunst - Tätowieren	+2
Spezialkenntnis: Cigaretten Waken	+1
0-9 Ops	+1
Interesse: TV-Serien d. 20 JH	+1
Beschaffen	+2
Kommunikation	+2
Akademisch: Cypriote Geschichte	+1
Protokoll: Cypriote	+1
Eise Hufe	+1
Navigieren Poolen	+1
Administration	+1

### CONTACTS AND ENEMIES

Kommandochar II

### EQUIPMENT AND GEAR

Rauchkran  
Tätowiermaschine  
M.R. Kommunikator  
Holovid Player + Filme  
Soldatenrüstung

Feldanzug + Helm 1/15/18  
Kompletter 2/13/14

### VEHICLES

Military Vehicle

Civilian Vehicle

Type Refueling Cost Range Speed Notes

### CHARACTER NOTES

Akademie of Coventry

XP: 2221/150/120/150/35/85/15170/10/46/261

abt 10/48/1547

Geld: 1000/1501/1301/1251/1401/1381/3081/2059/4659

Steines-Tätowierung auf  
der r. Oberarm

Warrant Officer

COMBAT SKILLS

Name

Boons

5

16359/

18059/

19500/

111200/

114600/

117800/

120000/

124200/

EQUIPMENT AND GEAR

29

40

36

47

20

CONTACTS AND ENEMIES

VEHICLES

Motor Vehicle

Light Vehicle

Weight (kg)

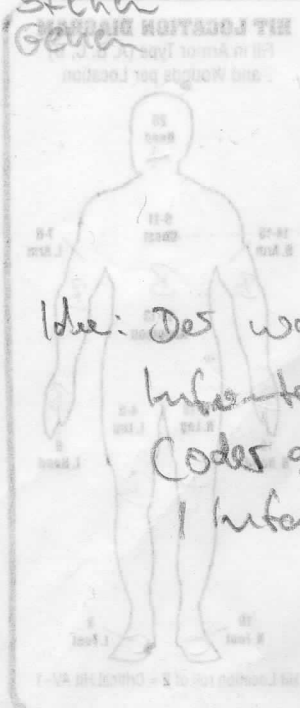
Speed (km/h)

CHARACTER NOTES

Flüchtling → ~~Söldner~~ → Tour of Duty ex  
Pirat

Character Record

Überwacht  
Stehen  
Gehen



**COMBAT INFORMATION**

Armor \_\_\_\_\_

Type A: AV (MREX) \_\_\_\_\_

Type B: AV (MREX) \_\_\_\_\_

Type C: AV (MREX) \_\_\_\_\_

Type D: AV (MREX) \_\_\_\_\_

ECM: CAMO \_\_\_\_\_

**ATTRIBUTES**

Strength	Value
Body	Value
Dexterity	Value
Reflexes	Value
Intelligence	Value
Willpower	Value
Charisma	Value
Edge	Value
Social Standing	Value

Idee: Des wegen scharfes Minirechnerhaft Entl.  
Inferiorität rückt sich an Templar-  
Codes generell ein Abenteuer in die Tiefs  
1 Inferiorität 1 LR Pilot

**MOVEMENT**

Walking (RF+2M) \_\_\_\_\_

Running (RF+4M) \_\_\_\_\_

Swimming (RF+4M) \_\_\_\_\_

Climbing (RF+4M) \_\_\_\_\_

**WEAPONS**

Name	AP+DMG	Type	Range	Shots	Notes

**BASE COMBAT TARGET NUMBERS**

Standing/Walking (INT or REF, higher ATT) \_\_\_\_\_

Running/Sprinting/Disengaging (INT+REF) \_\_\_\_\_

Surfaced (INT or REF, lower ATT) \_\_\_\_\_

**TRAIT**


**BATTLE ARMOR**

Type \_\_\_\_\_

Armor Value \_\_\_\_\_

Coverage \_\_\_\_\_

Mass AP \_\_\_\_\_

Target Size Modifier \_\_\_\_\_

Modified Movement \_\_\_\_\_

Modified Reflexes \_\_\_\_\_

Modified Dexterity \_\_\_\_\_

**EXPERIENCE POINTS:**