

Gel. 3.6.3078

Rang innerhalb Erstbeleg: Oberleutnant

Lösdauerbeleid: Erstbeleg

Name Dominik Schmitter Senior Corporal
Oberfeld a D.

Affiliation Lyrander Commonwealth

Age 28 Height 1,9m Weight 105kg



Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	7	-1	8
Body	8	-1	8
Dexterity	7	-1	8
Reflexes	8	-1	8
Intelligence	5		8
Willpower	7	-1	8
Charisma	4		9
Edge	5		9
Social Standing	4	+1	9

TRAITS

<u>Kontakt I (Strafe, Canal)</u>	<u>Feind I (Strafe, Canal)</u>
<u>Natürliche Begabung (Sprache)</u>	<u>Feind I (Akademie, Conventry)</u>
	<u>Schlechter Gehör I</u>
	<u>Behindert I</u>
	<u>Quirk/Intoleranz Divisionssoldat</u>

SKILLS

Name	Bonus
<u>Zu Fuß:</u>	
<u>Überwacht</u>	<u>5</u>
<u>Stehen</u>	<u>8</u>
<u>Gehen</u>	<u>8</u>
<u>Rennen</u>	<u>13</u>
<u>Sprinten</u>	<u>13</u>
<u>Ausweichen</u>	<u>14</u>
<u>Im Mech:</u>	
<u>Überwacht</u>	<u>2</u>
<u>Stehen</u>	<u>3</u>
<u>Gehen</u>	<u>7</u>
<u>Rennen</u>	<u>11</u>
<u>Sprinten</u>	<u>11</u>
<u>Ausweichen</u>	<u>15</u>
<u>Springen</u>	<u>(11)</u>

COMBAT INFORMATION

Armor <u>Det. Anzug</u>	<u>2 4 5 2</u>
Type A: <u>AIF Wante</u>	AV (M/B/E/X) <u>2/4/5/2</u>
Type B: <u>AIF Jeans</u>	AV (M/B/E/X) <u>2/4/5/2</u>
Type C: <u>Kampfbekleid.</u>	AV (M/B/E/X) <u>5/6/5/2</u>
Type D: <u>Kampfbekleid.</u>	AV (M/B/E/X) <u>2/3/3/1</u>

Fatigue

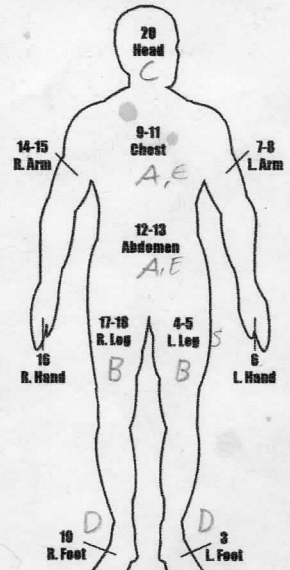
Fatigue <u>WIL</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+1 TN per Fatigue > WIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Wounds

Grazing Wounds (WV 1):	
Minor Wounds (WV 2):	+1 TN ea.
Serious Wounds (WV 4):	+2 TN ea.
Critical Wounds (WV 8):	+3 TN ea.
Deadly Wounds (WV 16):	Knockout
Total Wound Value of all Wounds:	*
* If total Wound Value > (BOD+WIL), Dying	

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons	AP•Dmg	Type	Range	Shots	Notes
<u>TK-Steinwacker</u>	<u>4•4W6</u>	<u>B</u>	<u>25/70/160/470</u>	<u>20</u>	<u>burst 10/14</u>
<u>Ed. long Rifle</u>	<u>4•5W6</u>	<u>B</u>	<u>35/85/205/450</u>	<u>10</u>	
<u>Stromschußw.</u>	<u>4•4W6</u>	<u>B</u>	<u>5/15/90/80</u>	<u>72</u>	<u>ungesau</u>
<u>J-Mörser</u>	<u>7•7W6+Stk</u>	<u>M</u>	<u>- / - / -</u>	<u>-</u>	<u>-</u>
<u>Quattro MP20</u>	<u>4•3W6</u>	<u>B</u>	<u>4/18/30/50</u>	<u>30</u>	<u>burst 5/8</u>
<u>FeuerHR</u>	<u>5•5W6</u>	<u>B</u>	<u>35/80/170/420</u>	<u>5</u>	

MISCELLANEOUS EQUIPMENT AND INFORMATION

<u>AIF-Fluchzeug x3</u>	<u>normale Kleidung</u>
<u>Medkit</u>	<u>uniform</u>
<u>Survivalausrüstung</u>	<u>Geldbeutel</u>
<u>Frageplan (milit.)</u>	<u>Feldanzug</u>
<u>Port. Anzug</u>	<u>Instrument</u>
<u>Kommunikator (milit.)</u>	<u>Enforcer-Trommelstück x2</u>
	<u>Arbeitskleidung</u>
<u>Handel EX</u>	
<u>Quattro 120</u>	<u>Kopie</u>
<u>TK-SG 200 40</u>	<u>74950</u>
<u>Ed. long 50</u>	<u>-52</u>
<u>H. Pq. 60</u>	<u>Hammer Jeep</u>
<u>Feuer</u>	<u>15+1</u>

Movement (W/R/S): 15/27/54

Experience Points: 7692/1625

Memo
Im Schutzbereich 10000 AK-10
Löschak. AK-5
12+ Bondierung

Kentrick Orbaum +80 x0
Bürgermeister Elaport City

Urban
Fort
Florian
Stein
Egon
Jepez
Unfall
Inf.
Sylvia
Hohen

RS-Dampf
NS-Sope

Mer
Futura

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Fertigkeit	Wert	Konkret	Attr.	Fertigkeit	Wert	Konkret	Attr.
Brawling			RE/ST	Strategie	+0		IN/WI
Martial Arts*			RE/WI	Tactics*			IN/WI
Aikido			/	Air			
Battlesuit			/	Ground			
Gung-Fu			/	Infantry	+1		
Karate			/	Mech	+3	1	
Military	+4	1	/	Naval			
Tae-Kwon-Do			/	Space			
Quickdraw	+1		GE/RE	Piloting*			GE/RE
Blades	+1		GE/RE	Aero			
Whips			GE/RE	Aircraft			
Staffs			GE/RE	VTOL			
Throw Weapons			GE/ST	Mech	+4	1	
Archery			GE/ST	Quad			
Pistols	+3		GE/RE	Battlesuit			
Rifles NA	+5	1	GE/RE	Hover	+0		
Shotguns	+1		GE/RE	Naval			
S-mashine-Guns	+1		GE/RE	Sub			
Support Weapons			KO/GE	Jump			
Artillery			IN/WI	Spheroid			
Demolitions	+2		GE/IN	Tracked			
Gunnery/Bal*			GE/RE	Wheeled	+0	1	
Aero							
Conv.							
Humanoid	+5	1		Free Fall	+1	1	RE/WI
Space				Perception	+2	1	IN/WI
Gunnery/Laser*			GE/RE	Jump Packs	+1		IN/RE
Aero				Stealth	+3	1	IN/RE
Conv.				Survival	+2		KO/IN
Humanoid	+4	1		Climbing	+1		KO/GE
Space	+1			Acrobatics	+0		RE/ST
Gunnery/Mis*			GE/IN	Running	+2	1	KO/RE
Aero				Swimming	+1		KO/ST
Conv.				Animal Handling			CH/WI
Humanoid	+2	1		Riding			RE/WI
Space				Tracking	+1		IN/WI
Bombing			GE/IN	Escape Artist			GE/WI
Navigation*			IN/WI	Zero-g-ops	+1	1	RE/WI
Air				Hunting/Tracking/Minch	+1		IN/WI
Ground	+3	1		Hunting/Tracking/Human			IN/WI
Jump Drive							
Naval				First Aid	+2	1	GE/IN
Space				Surgery			GE/IN
Sensor ops	+3	1	IN/WI	Med Tech			IN/CH

Fertigkeit	Wert	Konkret	Attr.	Fertigkeit	Wert	Konkret	Attr.
Scrounge	+0	1	CH/GL	Administration	+1	1	CH/IN
Appraisal	+1	1	IN/WI	Bureaucracy*			CH/SO
Seduction			CH/WI	<i>Lyrinisch</i>	+0		
Acting			CH/WI				
Fast Talk	+1		CH/WI				
Gambling			GL/IN				
Disguise			GE/WI				
Interrogation			CH/WI				
Intimidation	+0		KO/CH	Protocol*			CH/SO
Negotiation	+2	1	CH/WI	<i>Lyrinisch</i>	+1	1	
Leadership	+2	31	CH/WI				
Training			CH/IN				
Languages*			CH/IN				
<i>Englisch</i>	+1	1					
<i>Deutsch</i>	+2	1					
<i>Schottisch</i>	+1			Streetwise*			CH/WI
				<i>Lyrinisch</i>	+1	1	
<i>Security System</i>			<i>GE/IN</i>				
Security System/ <i>Elektr.</i>	+1		GE/IN				
Cryptography			GL/IN				
Comms/Conv.	+0		IN/WI	Careers*			/
Comms/HPG			IN/WI	<i>Soldat</i>	+2	1	
Computers/ <i>Ops</i>	+1	1	IN/WI	<i>Söldner</i>	+0	1	
Engeneering			IN/WI				
Gunsmith			GE/IN				
Forgery			GE/IN	Technican*			GE/IN
Arts*			/	Aeronautics			/
				Ballistics			/
				Comms			/
				Electronics			/
Interests*			/	Fusion			/
				ICE			/
				Interplanetary			/
				Jet			/
Academics*			IN/WI	Jump Drive			/
<i>Militärgerichte</i>	+1			Lasers			/
<i>Lyrinische Gerichte</i>	+1			Mechanics			/
				Missile			/
				Myomer			/
				Rotor			/
				Support			/