Character Name _	Grunt Soldiers
Alternate Identities	
Player Name	



CHARACTERISTICS						
Val	Char	Points	Roll			
_12	STR	_ 2	<u>11-</u>			
13	DEX	6	12-			
_13	CON	3	12-			
10	INT	0	<u>11-</u>			
10	EG0	0	<u>11-</u>			
13	PRE	3	<u>12-</u>			
6	OCV	15				
5	DCV	10				
3	OMCV	0				
3	DMCV	0				
3	SPD	10				
_ 6	PD	4				
_ 6	ED	4				
6	REC	2				
25	END	1				
10	BODY	0	Total Cost			
_30	STUN	5	67			

CURRENT STATUS					
	Maximum	Current			
END	25				
BODY	10				
STUN	30				

VITAL INFORMATION
HTH damage (STR/5)d62d6
Lift 132kg STR END Cost 1
Phases 1 2 3 4 5 6 7 8 9 10 11 1
Base OCV <u>6</u> Base DCV <u>5</u>
Base OMCV <u>3</u> Base DMCV <u>3</u>
Combat Skill Levels
+2 with a large group of attacks
+3 with cover
Presence Attack (PRE/5)d62 ½d6

SIXTH EDIT	TION			
EXPERIENCE POINTS				
Total Points	150			
Total Experience Earned	0			
Experience Spent	0			
Experience Unspent	0			

HIT LOCATION CHART						
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/_
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	х3	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	х4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/
Average Def						
DCV Modifier Total Weight						
Armo	r Notes					

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
Move By	1/2†	-2	-2	STR/2 + v/10; you take $1/3$	
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full	
Multiple Attack	1	var	1/2	Attack multiple times	
Set	1	+1	+0	Ranged attacks only	
Shove	1/2	-1	-1	Push 1m per 5 STR	
Strike	1/2	+0	+0	STR or weapon	
Throw	1/2	+0	+0	Throw w/ STR dmg	
Trip	1/2	-1	-2	Knock target Prone	
Basic Strike	1/2	+1	+0	4d6 Strike	
Martial Dodge	1/2	_	+5	Dodge, Affects All Attacks, Abort	
Martial Grab	1/2	-1	-1	Grab Two Limbs, 22 STR for holding of	
			—		

DEFENSES					
Туре	Amount/Effect				
Normal PD	6				
Resistant PD	0				
Normal ED	6				
Resistant ED	0				
Mental Defense	0				
Power Defense	0				
Flash Defense					
SENSES					

Perception Roll (9+INT/5) _____11-Enhanced and Unusual Senses

СОМВАТ МО	DIF	IERS	
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	3-64 -6	65-125 126-250 -8 -10	
Targeting Shot	OCV	Hit Location	
Head Shot (Head to Shoulders)	-4	1d6+3	
High Shot (Head to Vitals)	-2	2d6+1	
Body Shot (Hands to Legs)	-1	2d6+4	
Low Shot (Shoulders to Feet)	-2	2d6+7*	
Leg Shot (Vitals to Feet)	-4	1d6+12	
* Treat a 19 as the F	eet lo	cation	

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	14m	28m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	4m		
l				
Movement SFX				

CHARACTER INFORMATION

Character Name <u>Grunt Soldiers</u>
Height <u>2.00 m</u> Weight <u>100.00 kg</u>
Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

SKI	LLS, PERKS, & TALEN	NTS
Cost	Name	Roll
0	Real Everyman Skills	
0	1) TF: Common Motorized Ground Vehicles,	
	Custom Adder	
0	2) Concealment	8-
0	3) Computer Programming	8-
0	4) Paramedics	8-
0	5) Persuasion (Custom Adder)	12-
0	6) Systems Operation	8-
0	7) Conversation	8-
0	8) Picked later: Language (fluent	
	conversation; Custom Adder, literate)	
0	9) Alien: Language (basic conversation;	
	Custom Adder)	
0	10) Area Knowledge: KS (Custom Adder)	11-
0	II) Acting	8-
0	12) picked later: KS (Custom Adder)	11-
0	13) Picked Later: KS (Custom Adder)	12-
3	14) Combat Driving	12-
5	Accurate Sprayfire	
3	Climbing	12-
3	Concealment	11-
2	soldier: PS	11-
3	Shadowing	11-
3	Stealth	12-
3	Survival	11-
3	Tracking	11-
6	WF: Beam Weapons, Energy Weapons, Small	
	Arms	
1	TF: Grav Vehicles/Hovercraft	
10	All Guns: +2 with a large group of attacks	
9	+3 with cover	
4	0 G combat: PS	13-
	V O BOTTLA D. T. O	
3	Basic Strike	
4	Martial Dodge	
3	Martial Grab	
	1400 P. J.	
	Military Equipment-common: Custom Perk	
5	Access (Military HQ)	
	Computer Link (Constant access to a local	
	version of CAT)	
83	Total Skills, Perks, & Talents	Cost

		POWERS AND EQUIPMENT	
Cost	Name	Power/Equipment	END
			_
			_
	,		_
			_
			_
			_
			_
			_
			_
			_
			_
			_
0	Total Powers/Eq	uipment Cost	
	M	ATCHING COMPLICATIONS (25)	
Cost	Complication Psychological Complication- Trouble Concentrating: (Very Common; Moderate)		
15	Social Complication- Tro	uble being in the world: Very Frequently, Minor	

	,	
Cost	Complication	
_15	Psychological Complication- Trouble Concentrating: (Very Common; Moderate)	
_15	Social Complication- Trouble being in the world : Very Frequently, Minor	
30	Total Complications Points	