

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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Xeno-Force Marine

Marine Name

Player Name

Rank & Class

Energy Shield

0

0

Head (12)

2

Key Attributes

Move 6 Tactics 0

Mind 4 Action Points ☆☆☆

Points ☆☆☆

Dodge

0

Parry

0

Wound Effects:

Head: -1 Action Point & -2 Mind

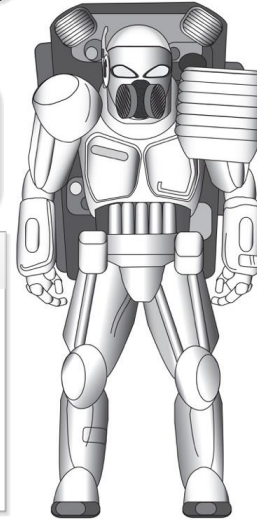
Arm: -1 Dice attacks per wound; -1 per 2 wounds 2H weapons

Legs: -1 Move

Confirmed Kills

Right Arm (3,4)

2



Armour Soak 2

Ablative Armour

Toughness Wounds

Left Arm (10,11)

2

____ Pistol

Close	
Point B	
Pen	
Focus	

Legs (5,9)

3

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

3

Grenades

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

Notes

Primary Weapons

Point B		Blast Acc		Close		Improvised (off)
Medium		Blast Radius		Penetration		Close
Long		Blast Dmg		Focus		Pen
Extreme		Setup Time		Full Attack		Focus
Penetration		Notes:				Full Att.
Aim						
Full Auto						
						Grenades
						