

SLA OPERATIVE SECURITY CLEARANCE CARD

NAME: Tammy Hardsnip

RACE: Human

PACKAGE: Strike & Sweep

SQUAD: Blistering Rain

SCL

10





RATINGS POINTS

BODY: 2

BRAINS: 1

BRAVADO: 3

STATS

STR: 2

KNOW: 2

CHA: 2

INITIATIVE BONUS 6

DEX: 3

CONC: 3

COOL: 4

LUCK: _/4

SKILLS	RANK	BONUS
Acrobatics (DEX)	1	4
Detect (CONC)	2	5
Diplomacy (CHA)	1	3
Interrogate (COOL)	1	5
Medical (KNOW)	1	3
Melee Weapons (STR)	3	5
Persuasion (CHA)	1	3
Pistol (DEX)	2	5
Rifle (DEX)	3	6
Seduction (CHA)	1	3
Stealth (DEX)	2	5
Streetwise (KNOW)	2	4
Survival (COOL)	1	5
Unarmed Combat (STR)	2	4

TRAITS	RANK
n/a	

MOVEMENT	
Closing	2
Rushing	5

ENCUMBRANCE
/

HIT POINTS
_/16

EXPERIENCE POINTS

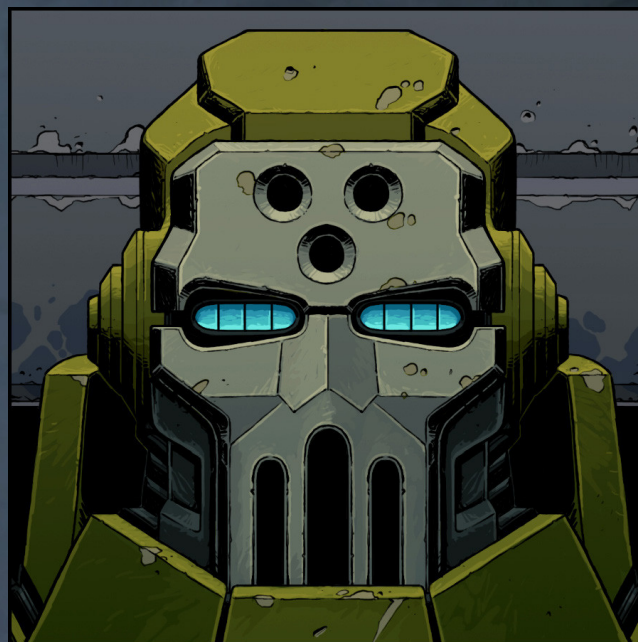
WOUNDS					
Head	[]	Left Arm	[]	Right Arm	[]
Torso	[]	Left Leg	[]	Right Leg	[]
Condition:					

WEAPONS, ARMOUR & EQUIPMENT			
FEN 603 Auto-Pistol (2 clips)	HARD Armour	FEN AR Assault Rifle (3 clips)	Under-barrel Flashlight (FEN AR)
DPB Vibro Sabre	Headset Communicator		

TAMMY HARDSNIP - HUMAN

Humans are the most prominent species in the employ of SLA Industries and one of the most common races on Mort, only outnumbered by Carrien and rats. SLA loves humans, they are adaptable, fit well into almost any situation, able to learn at a considerable pace and are generally sociable. As one of the few races that take the whole breadth of training packages that SLA have to offer, they have proven themselves as capable marksmen, gifted assassins, excellent investigators and suit wearing corporate academics. Humans tend to have fewer biases towards other species and though humans do tend to stick together, on a personal level they have proven time and time again that their resilience and resourcefulness in the face of insurmountable odds is truly incredible.

Tammy is a talented all-round generalist. Trained in SLA's new 'Strike & Sweep' package, she has suitable training in all areas of Operative life, able to shoot straight, ask the right questions and know when to duck for cover. Tammy is friendly and outgoing, but knows when to tell the rest of her squad to shut up. She is a capable investigator and knows when to holster her weapon, but won't hesitate to fire first if the situation arises.



FEN AR ASSAULT RIFLE

SKILL:	Rifle	
DMG	MIN DMG	AD
1d10+1	5	1

ROF	RECOIL	RANGE	CLIP
1/3	0/2	350m	25

DPB VIBRO SABRE

SKILL:	Melee Weapons	
DMG	MIN DMG	AD
1d10-1	4	1

PP10 HARD ARMOUR

PV	RESISTANCE
6	20

FEN 603 AUTO-PISTOL

SKILL:	Pistol	
DMG	MIN DMG	AD
1d10-2	4	1

ROF	RECOIL	RANGE	CLIP
1/3	0/1	60m	20

NOTES

Sociable - Tammy receives a +1 modifier to the Success Die for all Diplomacy and Persuasion rolls when dealing with other Humans.