SLA OPERATIVE S NAME: Gawl RACE: Malice Stormer PACKAGE: Close Assault SQUAD: Blistering Rain	313	CLEARANC	E CARD		I. L.	A	
RATINGS POINTS BO	DY: 5	BRAINS:	0 BR	AVADO:	2		
STATS STF	R: 5	KNOW:	1 CI	HA:	0	TIATIVE BONUS	6
DEX	X: 4	CONC:	2 C	OOL:	5 L	UCK:	_/3
SKILLS	RANK	Bonus	TRAITS			RA	NK
Acrobatics (DEX)	2	6	Anger				1
Detect (CONC)	1	3	Ambidextrous				1
Intimidate (COOL)	3	8					
Melee Weapons (STR)	2	7					
Pistol (DEX)	1	5					
Rifle (DEX)	1	5					
Stealth (DEX)	1	5					
Survival (COOL)	1	6	Move	MENT	F	NCUMBRANC	F
Torture (COOL)	3	8	Closing	3		,	-
Tracking (CONC)	2	4	Rushing	6			
Unarmed Combat (STR)	2	7	_		Eve	Do	
			HIT P	28		erience Poi	N13
			Wounds			1,25%	
			Head	[] Left Arn		Right Arm	[]
			Torso	[] Left Leg	[]	Right Leg	[]
			Conditions:				
WEAPONS, ARMOUR & EQUIP	PMENT						
FEN 204 'Gunhead' (3 clips)			Stormer Chuckledu	ıster	Shoulder-m	nounted Flashl	light
MAC Knife	Headset Commu	nicator					

GAWL - STORMER

313 'Malice' Stomers are SLA Industries' biogenetically grown soldiers. Standing over two and a half metres tall, the Stomer is the ideal Operative for situations where pure muscle and combat prowess are a priority over rational thinking. Stormers have a huge muscular frame, with enough strength to rip a man's arms off... and they do, regularly. A Stormer however, is not gifted with great speech, nor attractive looks, in fact the head resembles a skinned horse with its face peeled back, revealing a huge razor-tooth filled mouth with no lips, causing them to drool constantly. The Stormer is without a doubt, the most terrifying asset that SLA Industries have at their disposal.

Gawl is an irate, aggressive example of the Malice Stormer. They rejoice in settling confrontation with a swift blow to the head and will close in on anything that they perceive as a threat wherever possible. Investigation is rarely Gawl's priority and other members of Blistering Rain often have to hold them back from 'going off on one'. Where other members of the squad may feel the need to study a crime scene, Gawl will already be on a rampage, hunting down the suspect, hoping to get close enough to use their prized possession; the Chuckleduster.

PP1O HARD ARMOUR						
PV		RESISTAN	RESISTANCE			
6		20				
FEN 2O4 'GUNHEAD' SUBMACHINE GUN						
SKILL:	Pistol or Rifle					
DMG	MIN DI	1G	AD			
1d10-2	3		1			
ROF	RECOIL	RANGE		CLIP		
1/3/10	0/1/3	65m		40		



STORMER CHUCKLEDUSTER					
SKILL:	Unarmed Combat				
DMG	MIN DMG	AD			
2d10-4	8	3			
MAC KNIFE					
SKILL:	Melee Weapons				
DMG	MIN DMG	AD			
1d10-3	2	1			
SKILL: DMG	MIN DMG	AD			

NOTES

Regeneration - Gawl can regenerate 2 Hit Point and/or wounds every 15 minutes. Wounds are always healed before Hit Points.