

# CODENAME

**FULL NAME**

**SPEC OPS**

**FIRST MILITARY SPECIALTY**

**SECOND MILITARY SPECIALTY**

|  |  |  |  |
| --- | --- | --- | --- |
| AC | Soak | HP | Tact Die |
|  |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| COM | SHT | AWR | STL | RES | LED | ATL | TEC |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| *MAIN WEAPON* | Accuracy | Recoil | DMG | HS | Upgrades | Clip | Qualities |
| SHT + |  | / / |  |  | A B G U S C |  |  |

Reload Duration:

Weapon Switch Duration:

Misfire Test Duration:

Quality:

Quality:

Quality:

## 

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| *HANDGUN* | Accuracy | Recoil | DMG | HS | Upgrades | Clip | Qualities |
| SHT + |  | / / |  |  | A B G U S C |  |  |

Reload Duration:

Weapon Switch Duration:

Misfire Test Duration:

Quality:

|  |  |  |  |
| --- | --- | --- | --- |
| *MELEE* | DMG | HS | Qualities |
| CBT + |  |  |  |

Weapon Switch Duration:

Misfire:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| *ARMOR* | Soak Bonus | Brawl | Melee | Speed | Qualities |
|  |  |  |  |  |  |

**Upgrades**



**Tactical Maneuver**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item – Weapon Rigged |  |  | |  |
|  |  | | |  |
| Item – Slot 1 |  |  | |  |
|  |  | |  |  |
| Item – Slot 2 |  |  | |  |
|  |  | |  |  |
| Item – Slot 3 |  |  | |  |
|  |  | |  |  |