

1,6

2,6

3,6

4,6

5,6

6,6

7,6



HANDLE Nova

ROLE 1,4  
Fixer

Role Ability	Operator	Rank
NOTES	<p>Lore ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor 13invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est.</p>	4

1,2

HUMANITY<sup>22</sup>

40

46

**HIT POINTS**  
35 OUT OF 40

**SERIOUSLY WOUNDED** 20  
**-2 TO ALL ACTIONS**  
**WHEN SERIOUSLY WOUNDED**

4 DEATH SAVE

**Critical Injuries**

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## 2.1 ADDICTIONS

**ABDICTIONS**  
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diam nonumy

## **WEAPONS AND ARMOR**

ARMOR	SP	PENALTY
Head	3,1	Kevlar
Body	12	Medium Armorjack
Shield	18	Bulletproof one arm

**PENALTY APPLIES TO REF, DEX & MOVE**

WEAPON	DMG	AMMO	ROF	NOTES
Tomahawk (Light Melee)	1d6	-	2	can be concealed
Assault Rifle	5d6	25 rifle	1	2 hands, Autofire (4), Suppressive Fire
Sniper Rifle	5d6	4 rifle	1	two hands

