Serge	ant Cad	lor Trewartha	2	2	Defence Mastery (+2 to Defense Combat Value)
Sharp sho	oter.		1	1	Features (Radio, Inertial Naviagion)
			3	3	Ground Speed (Up to 50 kph)
VALUE	POINTS	STAT	6	12	Resilient (Space: low pressure, high pres-
6	12	Body			sure, intense cold, intense heat, radiation,
6	12	Mind			lack of air)
6	12	Soul	4	4	Supersense (Sensors, range 10 km)
	36	STATS TOTAL	2	8	Superstrength (Lift 500 kg (a horse); +10
					Unarmed Combat Damage; +2 Muscle
VALUE	DERIVEI				Weapons Damage)
9		mbat Value (Ranged 11 with long guns or	6	6	Tough (+60 Health Points)
	heavy wea	•	11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
9		ombat Value			age Modifier ×12; Muscle Weapon; 6
5	Damage M				shots; Alternate attack: cost halved)
60	Health Poi		12(9)	24	Weapon: Railgun (Range -5, Unreliable
60	Energy Po				+2; Damage Modifier ×9; Range 10 km;
12	Shock Value				fails and cannot be used again on natural 2
T FIXTH	DONIEG	ACCORDANGE			or 3)
LEVEL	POINTS	ATTRIBUTE	14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
3	3	Attack Mastery			-3, Charges +2, Range -4, Stoppable +1;
3	3	Defence Mastery			Damage Modifier ×9; Autofire: 1 hit if at-
1	4	Extra Actions (+1 Extra Action)			tack exceeds defence by 0-3, 2 hits if it
1	35	Item: FV2021 Coleopteran			exceeds by 4-6, 3 hits if it exceeds by
1	1 1	Ranged Attack (Long guns; +2 to ACV)			>7–9, etc.; Area 3m radius; Range 1 km; 3
1	1	Ranged Attack (Heavy Weapons; +2 to ACV)			shots; Can be deflected or destroyed for 1
2	2	Skills (20 Skill Points)			round; Alternate attack: cost halved)
2	2 49	ATTRIBUTES TOTAL		93	ATTRIBUTES TOTAL
	49	ATTRIBUTES TOTAL		DOT!	D. T. T. T. C. T.
LEVEL	POINTS	SKILL	RANK	POINTS	DEFECT
3	6	Computers	2	-4	Awkward Size (Size 2: Medium: +2 to be
1	2	Cultural Arts			hit for every size attacker is smaller, –2 to
3	6	Electronics			be hit for every size attack is larger, 1.5–8
2	2	Forgery			tonnes, big horse to bigger than an ele-
2	4	Stealth	1	1	phant)
_	20	SKILL POINTS TOTAL	1	-1	Conditional Ownership (UN Army owner-
			1	-3	ship) Special Requirement: Frequent mainte-
	85	TOTAL	1	-3	
				-8	nance DEFECTS TOTAL
				-0	DEFECTS IOIAL
EV20	21 Colo	onteran		85	TOTAL

VALUE	DERIVED	VALUE	
20	Armour Rating		
80	Health Points		
LEVEL	POINTS	ATTRIBUTE	
3(4)	6	Armour (Unique Limiter: Partial: Thin +1;	
		Hit thin area with called shot for half Ar-	
		mour Rating; 20 AR; 20 Health Points)	
2	2	Combat Technique (Lightning Reflexes:	
		major edge on Initiative rolls)	

Lieute	enant E	nyon Boase	2	2	Combat Technique (Lightning Reflexes: major edge on Initiative rolls)
		·	2	2	Defence Mastery (+2 to Defense Combat
VALUE	POINTS	STAT	-	_	Value)
8	16	Body	1	1	Features (Radio, Inertial Naviagion)
6	12	Mind	3	3	Ground Speed (Up to 50 kph)
6	12	Soul	6	12	Resilient (Space: low pressure, high pres-
	40	STATS TOTAL			sure, intense cold, intense heat, radiation, lack of air)
VALUE	DERIVED	VALUE	4	4	Supersense (Sensors, range 10 km)
9	Attack Cor	nbat Value	2	8	Superstrength (Lift 500 kg (a horse); +10
7	Defence Co	ombat Value			Unarmed Combat Damage; +2 Muscle
5	Damage M	ultiplier			Weapons Damage)
70	Health Poi	nts	6	6	Tough (+60 Health Points)
60	Energy Poi	nts	11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
14	Shock Valu	ie	,		age Modifier ×12; Muscle Weapon; 6 shots; Alternate attack: cost halved)
LEVEL	POINTS	ATTRIBUTE	12(9)	24	Weapon: Railgun (Range -5, Unreliable
3	3	Attack Mastery	12(>)		+2; Damage Modifier ×9; Range 10 km;
1	4	Extra Actions (+1 Extra Action)			fails and cannot be used again on natural 2
	35	Item: FV2021 Coleopteran			or 3)
2	2	Skills (20 Skill Points)	14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
	44	ATTRIBUTES TOTAL	- 1(5)		-3, Charges +2, Range -4, Stoppable +1; Damage Modifier ×9; Autofire: 1 hit if at-
RANK	POINTS	DEFECT			tack exceeds defence by 0-3, 2 hits if it
1	-1	Unique Defect: Obsessed by Military History			exceeds by 4–6, 3 hits if it exceeds by >7–9, etc.; Area 3m radius; Range 1 km; 3
	-1	DEFECTS TOTAL			shots; Can be deflected or destroyed for 1 round; Alternate attack: cost halved)
LEVEL	POINTS	SKILL		93	ATTRIBUTES TOTAL
1	2	Interrogation			
2	2	Law (Military)	RANK	POINTS	DEFECT
1	2	Leadership	2	-4	Awkward Size (Size 2: Medium: +2 to be
2	4	Military Sciences			hit for every size attacker is smaller, -2 to
1	3	Persuasion			be hit for every size attack is larger, 1.5–8
1	1	Political Sciences			tonnes, big horse to bigger than an ele-
2	4	Stealth			phant)
1	1	Visual Arts	1	-1	Conditional Ownership (UN Army owner-
1	1	Writing (Reports)			ship)
	20	SKILL POINTS TOTAL	1	-3	Special Requirement: Frequent maintenance
	83	TOTAL		-8	DEFECTS TOTAL
				85	TOTAL

VALUE	DERIVED VALUE		
20	Armour Rating		
80	Health Points		
LEVEL	POINTS	ATTRIBUTE	
3(4)	6	Armour (Unique Limiter: Partial: Thin +1;	
	Hit thin area with called shot for half		
		mour Rating; 20 AR; 20 Health Points)	

Sergeant Keverne	"Boom"	Vyvyan
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fIHear that boom? Music to my ears!fP*

VALUE	POINTS	STAT	
7	14	Body	
7	14	Mind	
7	14	Soul	
	42	STATS TOTAL	
VALUE	DERIVED VALUE		
9	Attack Cor	nbat Value	
9	Defence Co	ombat Value	
5	Damage M	ultiplier	
70	Health Poir	nts	
70	Energy Poi	nts	
14	Shock Valu	ie	
LEVEL	POINTS	ATTRIBUTE	
2	2	Attack Mastery	
2	2	Defence Mastery	
1	4	Extra Actions (+1 Extra Action)	
	35	Item: FV2021 Coleopteran	
2	2	Skills (20 Skill Points)	
	45	ATTRIBUTES TOTAL	
LEVEL	POINTS	SKILL	
2	4	Architecture	
4	4	Demolitions	
2	4	Electronics	
2	4	Engineering	
2	4	Stealth	
	20	SKILL POINTS TOTAL	
	87	TOTAL	

FV2021 Coleopteran

VALUE	DERIVED	VALUE		
20	Armour Rating			
80	Health Poir	nts		
LEVEL	POINTS	ATTRIBUTE		
3(4)	6	Armour (Unique Limiter: Partial: Thin +1;		
		Hit thin area with called shot for half Ar-		
		mour Rating; 20 AR; 20 Health Points)		
2	2	Combat Technique (Lightning Reflexes:		
		major edge on Initiative rolls)		
2	2	Defence Mastery (+2 to Defense Combat		
		Value)		
1	1	Features (Radio, Inertial Naviagion)		
3	3	Ground Speed (Up to 50 kph)		
		1 1 ,		

6	12	Resilient (Space: low pressure, high pres-
		sure, intense cold, intense heat, radiation, lack of air)
4	4	Supersense (Sensors, range 10 km)
2	8	Superstrength (Lift 500 kg (a horse); +10
2	0	Unarmed Combat Damage; +2 Muscle
		Weapons Damage)
6	6	Tough (+60 Health Points)
11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
11(12)	11	age Modifier ×12; Muscle Weapon; 6
		shots; Alternate attack: cost halved)
12(9)	24	Weapon: Railgun (Range -5, Unreliable
1=(>)		+2; Damage Modifier ×9; Range 10 km;
		fails and cannot be used again on natural 2
		or 3)
14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
		-3, Charges +2, Range -4, Stoppable +1;
		Damage Modifier ×9; Autofire: 1 hit if at-
		tack exceeds defence by 0-3, 2 hits if it
		exceeds by 4-6, 3 hits if it exceeds by
		>7–9, etc.; Area 3m radius; Range 1 km; 3
		shots; Can be deflected or destroyed for 1
		round; Alternate attack: cost halved)
	93	ATTRIBUTES TOTAL
RANK	POINTS	DEFECT
2	-4	Awkward Size (Size 2: Medium: +2 to be
		hit for every size attacker is smaller, -2 to
		be hit for every size attack is larger, 1.5–8
		tonnes, big horse to bigger than an ele-
		phant)
1	-1	Conditional Ownership (UN Army owner-
1	2	ship)
1	-3	Special Requirement: Frequent mainte-
	-8	nance DEFECTS TOTAL
	-0	DEFECTS TOTAL
	85	TOTAL

Serge	ant Mel	lor Jope	4 2	4	Supersense (Sensors, range 10 km)
_	Deadly computer geek.			8	Superstrength (Lift 500 kg (a horse); +10
Deadily Co	imputer geek.				Unarmed Combat Damage; +2 Muscle
VALUE	POINTS	STAT	===	6	Weapons Damage) Tough (+60 Health Points)
7	14	Body	11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
7	14	Mind	11(12)	11	age Modifier ×12; Muscle Weapon; 6
7	14	Soul			shots; Alternate attack: cost halved)
,	42	STATS TOTAL	12(9)	24	Weapon: Railgun (Range -5, Unreliable
			12(9)	24	+2; Damage Modifier ×9; Range 10 km;
VALUE	DERIVEL	VALUE			fails and cannot be used again on natural 2
7	Attack Cor				or 3)
7		ombat Value	14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
5	Damage M		14())	14	-3, Charges +2, Range -4, Stoppable +1;
70	Health Poi	•			Damage Modifier ×9; Autofire: 1 hit if at-
70	Energy Points				tack exceeds defence by 0–3, 2 hits if it
14	Shock Value				exceeds by 4–6, 3 hits if it exceeds by
					>7–9, etc.; Area 3m radius; Range 1 km; 3
LEVEL	POINTS	ATTRIBUTE			shots; Can be deflected or destroyed for 1
2	8	Extra Actions (+2 Extra Actions)			round; Alternate attack: cost halved)
	35	Item: FV2021 Coleopteran		93	ATTRIBUTES TOTAL
2	2	Skills (20 Skill Points)		,,,	
	45	ATTRIBUTES TOTAL	RANK	POINTS	DEFECT
			2	-4	Awkward Size (Size 2: Medium: +2 to be
LEVEL	POINTS	SKILL	_		hit for every size attacker is smaller, -2 to
3	6	Computers			be hit for every size attack is larger, 1.5–8
1	2	Cultural Arts			tonnes, big horse to bigger than an ele-
3	6	Electronics			phant)
2	2	Forgery	1	-1	Conditional Ownership (UN Army owner-
2	4	Stealth			ship)
	20	SKILL POINTS TOTAL	1	-3	Special Requirement: Frequent mainte-
					nance
	87	TOTAL		-8	DEFECTS TOTAL
				85	TOTAL

VALUE	DERIVED VALUE		
20	Armour Rating		
80	Health Points		
LEVEL	POINTS	ATTRIBUTE	
3(4)	6	Armour (Unique Limiter: Partial: Thin +1;	
		Hit thin area with called shot for half Ar-	
		mour Rating; 20 AR; 20 Health Points)	
2	2	Combat Technique (Lightning Reflexes:	
		major edge on Initiative rolls)	
2	2	Defence Mastery (+2 to Defense Combat	
		Value)	
1	1	Features (Radio, Inertial Naviagion)	
3	3	Ground Speed (Up to 50 kph)	
6	12	Resilient (Space: low pressure, high pres-	
		sure, intense cold, intense heat, radiation,	
		lack of air)	
		'	

Sergeant Nessa Kitto			6	12	Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation,
Petite, attr	active, sneak	y, and deadly.			lack of air)
		· · · · · · · · · · · · · · · · · · ·	4	4	Supersense (Sensors, range 10 km)
VALUE	POINTS	STAT	2	8	Superstrength (Lift 500 kg (a horse); +10
6	12	Body			Unarmed Combat Damage; +2 Muscle
6	12	Mind			Weapons Damage)
6	12	Soul	6	6	Tough (+60 Health Points)
	36	STATS TOTAL	11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
			` ,		age Modifier ×12; Muscle Weapon; 6
VALUE	DERIVE	VALUE			shots; Alternate attack: cost halved)
9	Attack Cor	nbat Value	12(9)	24	Weapon: Railgun (Range -5, Unreliable
9	Defence C	ombat Value	()		+2; Damage Modifier ×9; Range 10 km;
5	Damage M	[ultiplier			fails and cannot be used again on natural 2
60	Health Poi	nts			or 3)
60	Energy Poi	ints	14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
12	12 Shock Value		()		-3, Charges +2, Range -4, Stoppable +1;
					Damage Modifier ×9; Autofire: 1 hit if at-
LEVEL	POINTS	ATTRIBUTE			tack exceeds defence by 0-3, 2 hits if it
3	3	Attack Mastery			exceeds by 4-6, 3 hits if it exceeds by
3	3	Defence Mastery			>7–9, etc.; Area 3m radius; Range 1 km; 3
1	4	Extra Actions (+1 Extra Action)			shots; Can be deflected or destroyed for 1
1	1	Features (Appearance)			round; Alternate attack: cost halved)
	35	Item: FV2021 Coleopteran		93	ATTRIBUTES TOTAL
2	2	Skills (20 Skill Points)			
	48	ATTRIBUTES TOTAL	RANK	POINTS	DEFECT
			2	-4	Awkward Size (Size 2: Medium: +2 to be
LEVEL	POINTS	SKILL			hit for every size attacker is smaller, -2 to
3	3	Gaming			be hit for every size attack is larger, 1.5–8
4	5	Sleight of Hand			tonnes, big horse to bigger than an ele-
4	8	Stealth			phant)
2	4	Urban Tracking	1	-1	Conditional Ownership (UN Army owner-
	20	SKILL POINTS TOTAL			ship)
			1	-3	Special Requirement: Frequent mainte-
	84	TOTAL			nance
				-8	DEFECTS TOTAL

85

TOTAL

FV2021 Coleopteran

VALUE	DERIVED	VALUE		
20	Armour Rating			
80	Health Points			
LEVEL	POINTS	ATTRIBUTE		
3(4)	6	Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half Armour Rating; 20 AR; 20 Health Points)		
2	2	Combat Technique (Lightning Reflexes: major edge on Initiative rolls)		
2	2	Defence Mastery (+2 to Defense Combat Value)		
1	1	Features (Radio, Inertial Naviagion)		
3	3	Ground Speed (Up to 50 kph)		

Sergeant "Big" Pawl Cardynham flBig, bigger, biggest. And brawny.fP*			6	12	Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation, lack of air)
			4	4	Supersense (Sensors, range 10 km)
VALUE	POINTS	STAT	2	8	Superstrength (Lift 500 kg (a horse); +10
11	22	Body			Unarmed Combat Damage; +2 Muscle
5	10	Mind			Weapons Damage)
5	10	Soul	6	6	Tough (+60 Health Points)
	42	STATS TOTAL	11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
VALUE	DERIVEI	VALUE			age Modifier ×12; Muscle Weapon; 6 shots; Alternate attack: cost halved)
9	Attack Cor		12(9)	24	Weapon: Railgun (Range -5, Unreliable
9	Defence Combat Value		12())	24	+2; Damage Modifier ×9; Range 10 km;
5	Damage Multiplier				fails and cannot be used again on natural 2
80	Health Points				or 3)
50	Energy Points		14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
16	Shock Value		11(2)	1.	-3, Charges +2, Range -4, Stoppable +1;
					Damage Modifier ×9; Autofire: 1 hit if at-
LEVEL	POINTS	ATTRIBUTE			tack exceeds defence by 0–3, 2 hits if it
2	2	Attack Mastery			exceeds by 4-6, 3 hits if it exceeds by
2	2	Defence Mastery			>7–9, etc.; Area 3m radius; Range 1 km; 3
1	4	Extra Actions (+1 Extra Action)			shots; Can be deflected or destroyed for 1
	35	Item: FV2021 Coleopteran			round; Alternate attack: cost halved)
1	1	Melee Attack (Unarmed; +2 to DCV)		93	ATTRIBUTES TOTAL
1	1	Melee Defence (Unarmed; +2 to DCV)			
2	2	Skills (20 Skill Points)	RANK	POINTS	DEFECT
	47	ATTRIBUTES TOTAL	2	-4	Awkward Size (Size 2: Medium: +2 to be
					hit for every size attacker is smaller, -2 to
LEVEL	POINTS	SKILL			be hit for every size attack is larger, 1.5-8
4	4	Domestic Arts (Cooking)			tonnes, big horse to bigger than an ele-
2	4	Intimidation			phant)
4	4	Police Sciences	1	-1	Conditional Ownership (UN Army owner-
4	8	Sports (Soccer)			ship)
	20	SKILL POINTS TOTAL	1	-3	Special Requirement: Frequent mainte-
	00	morn v			nance
	89	TOTAL		-8	DEFECTS TOTAL
				85	TOTAL

VALUE	DERIVED VALUE			
20	Armour Rating			
80	Health Points			
LEVEL	POINTS	ATTRIBUTE		
3(4)	6	Armour (Unique Limiter: Partial: Thin +1;		
		Hit thin area with called shot for half Ar-		
		mour Rating; 20 AR; 20 Health Points)		
2	2	Combat Technique (Lightning Reflexes:		
		major edge on Initiative rolls)		
2	2	Defence Mastery (+2 to Defense Combat		
		Value)		
1	1	Features (Radio, Inertial Naviagion)		
3	3	Ground Speed (Up to 50 kph)		