

Name	
Level	XP
BACKGROUND	
TRAINING	
Номе	

EQUIPMENT	READY	Enc

WEAPON	+Нıт	DMG	RANGE	Аммо
Armor			AC	

STR	INT		
Dex	Wis		
CON	Сна		
System Strain		Max	Current

Hunger Th	IRST	Toxins			
SKILL	LVL	SKILL	L٧		
ÅRTIST		PERCEPTION			
ATHLETICS		PERSUADE			
BUREAUCRACY		PROFESSION/			
Business		RELIGION			
COMBAT/ENERGY		SCIENCE			
COMBAT/GUNNERY		SECURITY			
COMBAT/PRIM.		STEALTH			
COMBAT/PROJ.		STEWARD			
COMBAT/UNARMED		SURVIVAL			
COMPUTER		TACTICS			
CULTURE/CRIMINAL		TECH/ASTRO			
CULTURE/LITERACY		TECH/MALTECH			
CULTURE/TRAVELLER		TECH/MEDICAL			
CULTURE/		TECH/POSTECH			
CULTURE/		TECH/PRETECH			
Exosuit		VEHICLE/AIR			
Gambling		VEHICLE/GRAV			
History		VEHICLE/LAND			
INSTRUCTOR		VEHICLE/SPACE			
Language		VEHICLE/SEA			
LEADERSHIP					
NAVIGATION		UNSPENT POINTS			
Class skills cost new lev	VEL+I TO	RAISE, OTHERS COST NEW LE	VEL+2		

The second se	AB	Phys	Ment	Evade	ECH	LUCK
1-3	+2	12	15	13	16	14
4-6	+4	10	13	11	14	12
7-9	+6	8	11	9	12	10
10-12	+8	6	9	7	10	8
13-15	+18	6	8	6	9	7
16-18	+12	5	7	6	8	6

	HD	XP	The second se	HD	XP
1	106	C	6	6D6	32,000
2	20 6	2,000	7	7 06	64,000
3	3d6	4,000	8	8 0 6	12 8 ,000
4	40 6	8,000	9	9d6	250,000
5	5 06	16,000	10	9 06	370,000

SLAYER ABILITY

RED HAND

Once per fight, you may use this skill before rolling your attack. You will hit your target on anything but a natural 1 on the hit roll. This ability can only be used when you are trying to kill someone, and will not work with nonlethal attacks or mere trick shooting.

MUTATIONS AND STIGMATA