



Name Marco Fan, Freelancer, Hunter, Woodsman Player GM (as ally) Point Total 75
 Ht 5'5" Wt 125 lbs. Size Modifier 0 Age 32 Unspent Points 0
 Appearance A short, bearded bear-like man who looks like he slept outside. Tasteless yellow-tinted shades.

| | | | | | | |
|----|----|---------|------|----|---------|--------|
| ST | 11 | [10] | HP | 11 | CURRENT | [0] |
| | | | | | | |
| DX | 12 | [40] | Will | 9 | | [0] |
| | | | | | | |
| IQ | 9 | [-20] | Per | 11 | | [10] |
| | | | | | | |
| HT | 11 | [10] | FP | 11 | CURRENT | [0] |
| | | | | | | |

| Languages | Spoken | Written | |
|----------------------------|----------|---------|--------|
| Imperial (Native Language) | (Broken) | () | [-4] |

| | | |
|----|------------------------|-------|
| DR | TL: 11 | [0] |
| 0 | Cultural Familiarities | |
| | Imperial (Native) | [0] |

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [5] BASIC MOVE 6 [0]

| PARRY | Reaction Modifiers |
|-------|---|
| 9 | Appearance: |
| DX | Status: -1; Includes: -1 from 'Status' |
| BLOCK | Other: +0 |
| 7 | Conditional: -2 from 'Social Stigma (Minority Group (Freelancers))', +1 from 'Huntsman' when talking to hunters, outdoorsmen, naturalists, etc. |
| DX | |

| ENCUMBRANCE | MOVE | DODGE |
|---------------------------|------------|-------------|
| None (0) = BL 24 | BM x 1 6 | Dodge 9 |
| Light (1) = 2 x BL 48 | BM x 0.8 4 | Dodge - 1 8 |
| Medium (2) = 3 x BL 72 | BM x 0.6 3 | Dodge - 2 7 |
| Heavy (3) = 6 x BL 144 | BM x 0.4 2 | Dodge - 3 6 |
| X-Heavy (4) = 10 x BL 240 | BM x 0.2 1 | Dodge - 4 5 |

| Name | Level | Relative Level | |
|--|-------|----------------|-------|
| Armoury/TL11 (Small Arms) | 9 | IQ+0 | [2] |
| Beam Weapons/TL11 (Rifle) | 12 | DX+0 | [1] |
| Brawling | 12 | DX+0 | [1] |
| Camouflage | 11 | IQ+2 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Computer Operation/TL11 | 9 | IQ+0 | [1] |
| Electronics Operation/TL11 (Communications) | 10 | IQ+1 | [4] |
| Electronics Operation/TL11 (Sensors) | 9 | IQ+0 | [2] |
| First Aid/TL11 (Human) | 10 | IQ+1 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Fishing | 12 | Per+1 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Gambling | 8 | IQ-1 | [1] |
| Hiking | 11 | HT+0 | [2] |
| Knife | 12 | DX+0 | [1] |
| Mechanic/TL11 (Ultralight Airplane) | 9 | IQ+0 | [2] |
| Naturalist (New Income) | 11 | IQ+2 | [8] |
| Includes: +1 from 'Huntsman' | | | |
| Navigation/TL11 (Land) | 10 | IQ+1 | [2] |
| Includes: +1 from 'Huntsman' | | | |
| Observation | 12 | Per+1 | [1] |
| Includes: +1 from 'Huntsman', +1 from 'Acute Vision' | | | |
| Piloting/TL11 (Ultralight) | 12 | DX+0 | [2] |
| Search | 11 | Per+0 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Stealth | 12 | DX+0 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Survival (Arctic) | 11 | Per+0 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Survival (Mountain) | 11 | Per+0 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Survival (Woodlands) | 12 | Per+1 | [3] |
| Includes: +1 from 'Huntsman' | | | |
| Swimming | 12 | HT+1 | [1] |
| Includes: +1 from 'Huntsman' | | | |
| Tracking | 12 | Per+1 | [4] |

| TEMPLATES AND METATRAITS | |
|---|---------|
| Soldier (Space) | [0] |
| Soldier - Infantry (Space) | [0] |
| ADVANTAGES AND PERKS | |
| Acute Vision 1 | [2] |
| Huntsman 1 | [10] |
| Rapid Healing | [5] |
| Very Fit | [15] |
| Alcohol Tolerance | [1] |
| Extended Hearing (High) | [1] |
| DISADVANTAGES AND QUIRKS | |
| Bloodlust (12 or less) | [-10] |
| Duty (Indentured Hunter) (15 or less (almost always)) | [-15] |
| Social Stigma (Minority Group (Freelancers)) | [-10] |
| Status -1 | [-5] |
| Unluckiness | [-10] |
| Always wears yellow-tinted glasses | [-1] |
| Awkward around attractive people | [-1] |
| Disheveled | [-1] |
| Not fussy about personal comfort | [-1] |
| Quiet | [-1] |



CHARACTER SHEET

Marco Fan, Freelancer,
Hunter, Woodsman

| HAND WEAPONS | | | | | | | Cost | Weight |
|--------------|---------------------|----------|-------|----------|----|-------|------|--------|
| Qty | Weapon | Damage | Reach | Lvl(Pry) | ST | Notes | | |
| 1 | Bowie Knife (Large) | | | | | | 120 | 1.5 |
| | Knife swing | 1d cut | C,1 | 12 (9) | 7 | | | |
| | Knife thrust | 1d-1 imp | C,1 | 12 (9) | 7 | | | |
| | Shortsword swing | 1d cut | 1 | 8 (7) | 7 | | | |
| | Shortsword thrust | 1d-1 imp | C,1 | 8 (7) | 7 | | | |
| | Brawling | | | | | | | |

| RANGED WEAPONS | | | | | | | | | | | | | Cost | Weight |
|----------------|-------------|----------------|-----|------------|-----|-------|-----|----|------|-----|----|-------|------|--------|
| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | Notes | | |
| 1 | Laser Rifle | 6d (2) burn | 12 | 700 / 2100 | 10 | 83(5) | 12 | 7† | -4 | 1 | 2 | | 8000 | 8 |

SPEED/RANGE TABLE
For complete table, see p. 550.

| Speed/ Range Modifier | Linear Measurement (range/speed) |
|-----------------------------|--|
| 0 | 2 yd or less |
| -1 | 3 yd |
| -2 | 5 yd |
| -3 | 7 yd |
| -4 | 10 yd |
| -5 | 15 yd |
| -6 | 20 yd |
| -7 | 30 yd |
| -8 | 50 yd |
| -9 | 70 yd |
| -10 | 100 yd |
| -11 | 150 yd |
| -12 | 200 yd |
| -13 | 300 yd |
| -14 | 500 yd |
| -15 | 700 yd |

HIT LOCATION

| Modifier | Location |
|----------|----------|
| 0 | Torso |
| -2 | Arm/Leg |
| -3 | Groin |
| -4 | Hand |
| -5 | Face |
| -5 | Neck |
| -7 | Skull |

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

| Qty | Item | Location | Cost | Weight |
|-----|--------------------------------------|------------|------|--------|
| 1 | Assault Boots (TL 11) | feet | 150 | 3 |
| 1 | Ballistic Helmet (TL11) | skull | 250 | 3 |
| 1 | Ballistic Helmet Visor (TL11) | eyes, face | 100 | 3 |
| 1 | Laser Rifle (Ammunition) | | 40 | 2 |
| 1 | Monocrys Tactical Vest trauma plates | torso | 600 | 9 |

CHARACTER NOTES

Conditional: Tracking receives +1 from "Acute Vision" when vision is a factor.

Brawling allows:
Punch 1d-2 cr (may parry)
Bite 1d-2 cr
Kick 1d-1 cr

POINTS SUMMARY

| | |
|--|---------|
| Attributes/Secondary Characteristics | [55] |
| Advantages/Perks/TL/Languages/ Cultural Familiarity | [30] |
| Disadvantages/Quirks | [-55] |
| Skills/Techniques | [45] |
| Other | [] |