

HUMAN

	THUG	POLICE	SOLDIER
TIER	Starting	Starting	Starting
SIZE	Medium	Medium	Medium
CLASSIFICATION	Organic (mammal)	Organic (mammal)	Organic (mammal)
SENTIENCE	Sentient	Sentient	Sentient
XP	2	5	17
STR	5 (3d6)	5 (3d6)	8 (5d6)
AGI	4 (3d6)	6 (4d6)	6 (4d6)
END	4 (3d6)	4 (3d6)	8 (5d6)
INT	3 (2d6)	6 (4d6)	4 (3d6)
WIL	3 (2d6)	4 (3d6)	4 (3d6)
CHA	3 (2d6)	4 (3d6)	4 (3d6)
PSI	0	0	0
SPEED	6	6	6
CLIMB	3	3	3
JUMP	8'/5' (1 sq/ 1 sq)	12'/5' (1 sq/1 sq)	12'/8' (2 sq/1s1)
INITIATIVE	2d6	5d6	6d6
PERCEPTION	9	21	12
CARRY	130 lb	130 lb	190 lb
NATURAL DAMAGE	1d6	1d6	2d6
HEALTH	12	12	24
DEFENSE	8 (SOAK 4; leather)	13 (SOAK 8; riot armor)	13 (SOAK 10; basic battlesuit)
MENTAL DEFENSE	7	8	8
RESISTANCES	-	-	-
VULNERABILITIES	-	-	-
ATTACKS	Disruptor pistol 3d6 (3d6 heat damage; range 12)	Phaser pistol 4d6 (3d6 heat damage; range 15) Tangler 4d6 (immobilize)	Military carbine 6d6 (2d6 damage; range 10) or grenade (2d6 heat damage; 5' rad) Laser rifle 6d6 (3d6 heat damage; range 20)
COMBAT TRICKS	Aim, Recklessness	Aim, Crippling Shot	Aim, Double Tap, Protector
SPECIAL ABILITIES	+1 die bonus to spot police	+1 die bonus to INITIATIVE (included)	+2 die bonus to INITIATIVE (included); entire party gains +1 die bonus
SKILLS	Running, Intimidation, Thievery	Perception, Intuition, Local Knowledge	Tactics, Marksman, Survival, Zero-G
EQUIPMENT	Leather armor, disruptor pistol	Riot armor, phaser pistol, police tangler	Basic battlesuit (+1d6 ranged), combination military carbine, laser rifle

Humans are versatile, and occupy almost any career imaginable. Thugs parade in designer leather armor, wielding cheap disruptor pistols, while police and other security forces outfit themselves in riot armor and police-issue phaser pistols. Soldiers are trained well in tactics and marksmanship, and are outfitted in basic battlesuits, combination military carbines with inbuilt grenade launchers, and a longer-range laser rifle.