

# HUMAN

	STAR MARINE	ASSASSIN	MEDIC
TIER	Starting	Heroic	Starting
SIZE	Medium	Medium	Medium
CLASSIFICATION	Organic (mammal)	Organic (mammal)	Organic (mammal)
SENTIENCE	Sentient	Sentient	Sentient
XP	83	134	4
STR	10 (6d6)	6 (4d8)	4 (3d6)
AGI	6 (4d6)	10 (6d8)	6 (4d6)
END	8 (6d6)	6 (4d8)	6 (4d6)
INT	4 (3d6)	8 (6d8)	8 (5d6)
WIL	6 (4d6)	5 (3d8)	8 (5d6)
CHA	6 (4d6)	5 (3d8)	8 (5d6)
PSI	0	0	0
SPEED	6	8	7
CLIMB	3	3	3
JUMP	12'/10' (2 sq/ 2 sq)	20'/6' (4 sq/1 sq)	12'/4' (2 sq/0 sq)
INITIATIVE	6d6	6d8	5d6
PERCEPTION	12	24	24
CARRY	230 lb	150 lb	110 lb
NATURAL DAMAGE	2d6	2d6	1d6
HEALTH	27	18	18
DEFENSE	13 (SOAK 16; navy battlesuit; natural)	20 (SOAK 12; assassin battlesuit)	13 (SOAK 4; mesh lining)
MENTAL DEFENSE	13	11	16
RESISTANCES	-	-	-
VULNERABILITIES	-	-	-
ATTACKS	HQ phaser rifle 6d6 (5d6 heat damage; range 28) HQ longsword 7d6 (4d6 damage)	HQ laser sniper rifle 8d8 (5d8 heat damage; range 44) HQ knife 8d8 (3d8 damage; range 5)	Laser pistol 4d6 (2d6 damage; range 10)
COMBAT TRICKS	Aim, Protector, Feint, Charge	Aim, Feint, Deadly Strike	Aim
SPECIAL ABILITIES	+2 die bonus to INITIATIVE (included); entire party gains +1 die bonus	+2 dice of damage if target is unaware	Heal 1d6 HEALTH to a creature touched as a single action
SKILLS	Tactics, Marksman, Longsword, Hardy	Knife, Marksman, Stealth, Thievery, Disguise	Medicine, Computer Operation, Running
EQUIPMENT	HQ navy battlesuit (+1d6), HQ phaser rifle, HQ longsword, military scanner	HQ laser sniper rifle, HQ knife, HQ assassin's silent chameleon battlesuit (+3d8 to stealth)	Mesh lining, medical pouch, medical scanner, laser pistol

Star marines are highly trained combatants – a step above the common soldier. When things get tough, the star marines are called in. Assassins are elite, stealthy operatives, expert in quick close quarters and long range killing. Medics are quick-witted and resilient, and adept at reaching a downed combatant and administering emergency treatment.