

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.