

SPARTAN

	WARRIOR	BATTLE LORD	BERSERKER
TIER	Starting	Heroic	Starting
SIZE	Medium	Medium	Medium
CLASSIFICATION	Organic (mammal)	Organic (mammal)	Organic (mammal)
SENTIENCE	Sentient	Sentient	Sentient
XP	5	24	6
STR	6 (4d6)	6 (4d8)	8 (5d6)
AGI	5 (3d6)	5 (3d8)	5 (3d6)
END	6 (4d6)	6 (4d8)	8 (5d6)
INT	4 (3d6)	5 (3d8)	3 (2d6)
WIL	3 (2d6)	4 (3d8)	2 (2d6)
CHA	3 (2d6)	4 (3d8)	3 (2d6)
PSI	0	0	0
SPEED	5	5	5
CLIMB	3	3	3
JUMP	10/6 (2 sq/1 sq)	10/6 (2 sq/1 sq)	10/6 (2 sq/1 sq)
INITIATIVE	4d6	4d8	3d6
PERCEPTION	12	15	9
CARRY	150 lb	150 lb	190 lb
NATURAL DAMAGE	2d6	2d8	2d6
HEALTH	18	26	27
DEFENSE	11 (Coat SOAK 6 except stabbing)	15 (Coat SOAK 8 except stabbing)	11
MENTAL DEFENSE	7	12	6
RESISTANCES	-	-	-
VULNERABILITIES	-	-	-
ATTACKS	Disruptor pistol 4d6 (3d6 heat dmg; range 12)	High quality disruptor pistol 5d8 (4d8 heat damage; range 14)	Longsword 6d6 (3d6 damage)
COMBAT TRICKS	Aim	Aim, Double Tap	Knockdown, Knockback
SPECIAL ABILITIES	Rage (+1 die bonus to STR-based checks or attacks below 50% HEALTH)	Rage (+1 die bonus to STR-based checks or attacks below 50% HEALTH) Charge (move speed and attack with extra 2d8 damage)	Rage (+1 die bonus to STR-based checks or attacks below 50% HEALTH)
SKILLS	Marksman, Tactics, Bravery, Intimidate	Marksman, Tactics, Bravery, Intimidate	Bravery, Intimidate, Longsword, Hardy
EQUIPMENT	Disruptor pistol; long kevlar coat	HQ disruptor pistol; HQ long kevlar coat	Longsword

Spartans are a warrior race steeped in militaristic culture and codes. The typical Spartan warrior wears a long kevlar coat and wields a standard disruptor pistol. Trained in tactics and marksmanship, and brave to a fault, they make excellent soldiers. Their commanders, known as Battle Lords, are trained to a higher degree and bear better quality weapons and armor. The berserkers are not allowed by code to wear armor or to use ranged weapons, and are armed with wide, heavy longswords.