

Name: Daimon Vecker
Species: Human

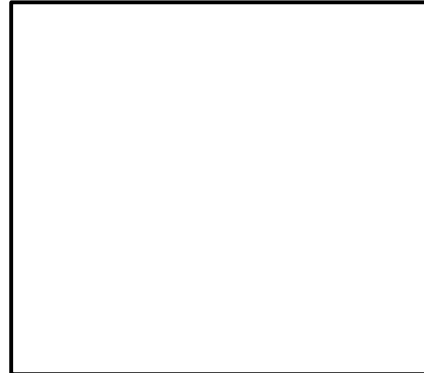
Background: Bounty Hunter
Level: 1

STATS [UNSPENT POINTS:_____]

Stat	Value
Strength	55
Agility	70
Mind	70
Spirit	45

Languages Known: Federation Common,
Binar

CHARACTER ART



COMBAT QUICK REFERENCE

Dodge: $\text{Agility} \div 2 = 35$

Armour DR: 3

Parry: $\text{Melee} \div 2 = \underline{\hspace{2cm}}$

Shield DR: _____

Block: $\text{Block} \div 2 + \text{Shield Bonus} = \underline{\hspace{2cm}}$

Hit Points (HP): 33 / 33

Initiative: $(\text{Agility}) = 70$

Mana Points (MP): _____ / _____

Movement: 7 tiles per turn

FEATURES

Advantages:

Quick Draw: Weapon always readied

Marksman: +10 to aimed ranged

attacks _____

Disadvantages:

Overconfident: Must pass a Spirit
check to step down or admit defeat

SKILLS [UNSPENT POINTS:_____]

(Base = Stat ÷ 4, rounded down | Tagged skills get +25)

BASIC SKILLS

Physical

Athletics (Str): 17 ☐

Acrobatics (Agi): 17 ☐

G-Suit (Agi): 17 ☐

Stealth (Agi): 47 ✓

Mental

Driving (Mind): 17 ☐

Piloting (Mind): 42 ✓

Mechanics (Mind): 17 ☐

Operations (Mind): 17 ☐

Xeno (Mind): 17 ☐

Investigation (Mind): 42 ✓

Perception (Mind): 17 ☐

Occult (Mind): 17 ☐

Robotics (Mind): 17 ☐

First-Aid (Mind): 17 ☐

Speech

Charisma (Spirit): 11 ☐

Fast Talk (Spirit): 11 ☐

COMBAT SKILLS

Melee & Unarmed

Unarmed (Agi): 17 ☐

Melee (Agi): 17 ☐

Energy Blade (Agi): 17 ☐

Ranged

Throwing (Agi): 42 ✓

Light Ranged (Agi): 67 ✓

Heavy Ranged (Agi): 17 ☐

Defence

Block (Agi): 17 ☐

MAGIC SKILLS

Offensive & Utility (Mind)

Evocation: _____ ☐

Conjuration: _____ ☐

Transmutation: _____ ☐

Illusion: _____ ☐

Divination: _____ ☐

Support (Spirit)

Enhancement: _____ ☐

Cursing: _____ ☐

WEAPONS, ARMOUR AND EQUIPMENT

Weapon	Skill %	Damage	Range	Capacity	Notes
Plasma Pistol	52	2d10+2 Burning	15	15/15	Ignores 5 DR
Smoke Grenade	42	-	5	3	4 tile cloud, Blocks Line of Sight
Plasma Grenade	42	4d8/2d8 (2-tile/ 4-tile)	5	2	Ignores 5 DR

Armour: Leather (Soft) DR: 3

Shield: _____ **DR:** _____

Credits: 325

Gear & Items:

Plasma Pistol (1.5kg), 3x Smoke Grenade (0.4kg each), 2x Plasma Grenade (0.5kg each), Leather Jacket (Soft) (5kg), Grappling Hook (2kg), Rations x 5 _____

Total Weight: 15.7 Max Encumbrance: 27 kg

DAMAGE, CONDITIONS & NOTES

Current HP: 33 Current MP: _____

Conditions / Status Effects: _____

Notes: 5 skill points spent on Stealth, 10 spent on Light Ranged (Speciality) _____
