

MARINE

NAME _____

LEVEL _____ RANK _____

1

ALL STATS = 60/10 [85 MAX.]

- STRENGTH
- SPEED
- INTELLECT
- COMBAT

2

STARTING SAVES [85 MAX.]

- SANITY [25]
- FEAR [30]
- BODY [35]
- ARMOR [40]

3

STARTING SKILLS & POINTS

POINTS [3]

OBLIGATORY
• Military Training
SPEND POINTS

HEALTH x2

MARINE SPECIAL

STRESS & PANIC Whenever a Marine panics, every friendly player nearby must make a Fear save.
STAT BONUS +5 to combat whenever a friendly Marine is nearby.

- EXCAVATION**
Crowbar, Hand Welder, Laser Cutter, Body Cam, Bioscanner, Infrared Goggles, Lockpick Set, Vaccsuit [Oxygen Tank, Mag-boots, Short-range Comms].
- EXPLORATION**
Vibechete, Rigging Gun, Flare Gun, First Aid Kit, Vaccsuit [Long-range Comms, Oxygen Tank], Survey Kit, Water Filter, Locator, Rebreather, Binoculars, Flashlight, Camping Gear, MRE x7.
- EXTERMINATION**
SMG, Frag Grenade x6, Standard Battle Dress [Heads Up Display, Body Cam, Short-range Comms], Stimpack x6, Electronic Tool Kit.
- EXAMINATION**
Scalpel, Tranq Pistol, Stun Baton, Hazard Suit, Medscanner, Automated x6, Pain Pills x6, Stimpack x6, Cybernetic Diagnostic Scanner.

STRESS [2]

RESOLVE

EQUIPMENT

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TRAINED 10%

- Linguistics
- Biology
- First Aid
- Hydroponics
- Geology
- Zero-6
- Scavenging
- Hvy. machinery
- Computers
- Mech. Repair
- Driving
- Piloting
- Mathematics
- Art
- Achaeology
- Theology
- Military Training
- Rimwise
- Athletics
- Chemistry

EXPERT 15%

- Psychology
- Genetics
- Pathology
- Botany
- Planetology
- Asteroid Mining
- Jury Rigging
- Engineering
- Hacking
- Vehicle Spec.
- Astrogration
- Physics
- Mysticism
- Tactics
- Gunnery
- Firearms
- Close Combat
- Explosives

MASTER 20%

- Sophontology
- Xenobiology
- Surgery
- Cybernetics
- Robotics
- A.I.
- Command
- Hyperspace
- Xenoaotericism
- Weapon Spec.