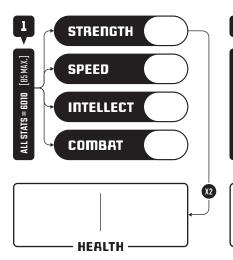
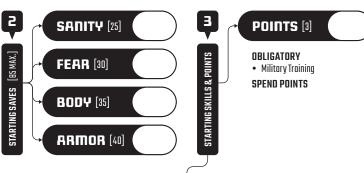


LEVEL _____ RANK _____





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.

– MARINE SPECIAL —

\square 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.

\square 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, Automed x6, Pain Pills x6, Stimpack x6, Cybernetic Diagnostic Scanner.

STRESS [2]	RESOLVE	

COLLINMENT

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TRAINED 10%		EXPERT 15%		MASTER 20%	
Linguistics		→ Psychology		Sophontology	
Biology		Genetics)	Xenobiology	
First Aid		Pathology		Surgery	
Hydroponics		Botany			\supset
Geology		Planetology		0	\supset
Zero-G		Asteroid Mining			\supset
Scavenging		Jury Rigging	,	Cybernetics	
Hvy. machinery		→ Engineering		Robotics	
Computers		→ Hacking		A.I.	
Mech. Repair		Vehicle Spec.		Command	
Driving			\supset		\supset
Piloting		Astrogation		Hyperspace	
Mathematics (—	Physics			\supset
Art			$\supset $		\supset
Achaeology		Mysticism		Xenoesotericisn Xenoesotericisn	
Theology		Tactics			\supset
Military Training		Gunnery			\supset
Rimwise		Firemarms		Weapon Spec.	
Athletics		Close Combat		0	\supset
Chemistry		Explosives		\bigcirc	\supset