



Soldier

Combat specialist.

Speed : 3
Attack : 4

RMW (3)

Dexterity/
Initiative : 3

Dodge (2)

Intelligence : 2

Perception (5)

Persuasion : 3

Medical : 2

Defense/Health : 4

Starting Equipment:

Service Pistol +1d A (RMW),
initial disguise, weapon kit

Special Ability: Has an increased carry
weight limit of +1 at all times.