

CHARACTER RECORD



NAME MSG Kulbir Thapa **Home** Earth, Nepal
Race Human, Gurkha **Age** 32 born 2225
Gender Male **Archetype** Gurkha soldier serving in traditional military role
Profession EF Ground Forces/Ranger

CULTURAL ATTRIBUTES

- 6 Charm
- 6 Finesse
- 2 Presence
- 3 Xenorelation

MENTAL ATTRIBUTES

- 4 Intelligence
- 4 Insight
- 5 Wits
- 5 Perception
- 2 Psionic

PHYSICAL ATTRIBUTES

- 4 Strength
- 6 Agility
- 7 Endurance
- 5 Coordination

DERIVED ATTRIBUTES

- 1 Toughness
- 5 Initiative
- 4 Resolve

FORTUNE POINTS

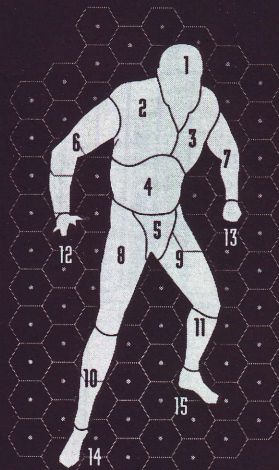
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EPs

5

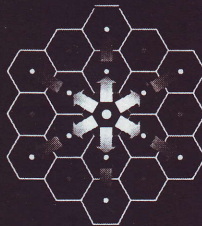
Wounds

Wounds	Dam Type	Dam	Imp
9	PP	12	5



HIT LOCATION TABLE

- ◀ Marginal Success (-2 Dam)
- ◀ Normal Success
- Significant Success
- ◀ Critical Success (+2 Dam)



CHARACTERISTICS

FONDNESS: GAMBLING, WOMEN, STRONG DRINK
VETERAN: EARTH-MINBARI WAR
MISSING BASIC SKILLS: HI-TECH/COMPUTER
BILINGUAL: ENGLISH, GURKHALI
LEADER: UNASSUMING BUT CONFIDENT
DECORATED: EARTH-MINBARI WAR
GURKHA CHEERFUL!

 *COMMANDO TRAINING: BLIND FIGHTING,
 IGNORE PAIN, BLOCK/HOLD, NERVE/VITAL STRIKE
 *MINBARI PIKE FIGHTING: MULTIPLE DEFENSE
 NERVE/VITAL STRIKE, PARRY/ATTACK,
 MULTIPLE ATTACK

Equipment Notes

IDENTICARD
 MINBARI FIGHTING PIKE: +3/+3
 RANGER CLOTHES
 KUKRI: +1/4 SLASH, +1/+2 STAB

SKILLS

Level

Specialties

Skill	Specialty	Level	Specialty	Specialty	Specialty
HIDING (WIT/AGL)	CAMOUFLAGE	4	SNEAKING		
ATHLETICS	RUNNING	3	JUMPING		
COMBAT, ARMED (AGL)	STRIKE	3	PARRY		
TACTICS, TROOP (INT/INS)	COVERT	1			
COMBAT, RANGED (COR)	LONGARM	2			
COMBAT, MARTIAL ARTS * (AGL/COR)	BLIND FIGHTING	2			
ACROBATICS (AGL/COR)	CLIMBING	3	ZERO-G MANUEVER		
SAVVY (CHM/FIN)	EF ENLISTED	1			
SURVIVAL (WIT/INT)	JUNGLE FORAGING	1			
TRACKING (INS/INT)	MOUNTAIN	1			
MEDICAL, EMT (WIT)	HUMAN	1			← +1 ABILITY WHEN USING FIRST AID KIT
COMBAT, MARTIAL ART * (AGL/INT)	MULTIPLE DEFENSE	1			
HISTORY	EA MILITARY	1			
LANGUAGE, MINBARI (WIT/INT)	COMPRENSION	1			
GAMBLING (WIT/INT)	CRAPS	1			

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