BAND -- BLADES

THE TROOPER

NAME:

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TRAUMA: COLD — H						ABLE — VICIOUS	TSISE	
							+1 RI	
CORRUP						***	主题	
CONDITIONS: ANA	THEMA — HOS	T — HUNGER -	– MIAS	SMA — MUTAT	ΓΙΟΝ — RAGE —	ROT — VISIONS		
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HERITA	GB D	ETAIL:						
CDIDEDODN							5	PECL
SPIREBORN ♦ Influence (Boost 1)	Campaign Action	for You)	♦ Co	nnected (+1 SW	VAV Max 3)		All	
Educated (+1 RESE	ioi rou)	X	ide (+1 XP for Pl		XXX			
Stern (+1 DISCIPLINE, max 3) Talented (One Action can go to 4)							9 9 9 9 9	
LABORER								
Cared For (Your W	Jeapons Never Ma	lfunction)	♦ Cre	ew (+1D in GRO	OUP ACTIONS)			
Dedicated (+1 Specialist Action)			♦ Str	ong (Fast\quiet				
♦ Tradesman (Max F	RIG of 4)		♦ To	ugh (+1D on PI	ROWESS resist)			* * * <
CRIMINAL							Crowler	
♦ Bold (+1D RESIST on DESPERATE actions) ♦ Die Hard (Harm penalties less severe) ■ Fig. 1. (+1D RESIST on DESPERATE actions)							SPECIA	AL ABI
Fighter (+1 SKIRMISH, max 3) Rake (+1 CONSORT, max 3)			 Gun Hand (+1 SHOOT, max 3) Vengeful (POTENCY when penalized by harm) 				V	wn Luck: You NCE rolls. This a
	1, max 3)		V ve.	ilgerui (POTEN	C1 when penalized	i by narm)		veteran advance
OUTCAST	roonal DELIQUAD	v)	∧ Ma	wkad (+2D to ro	wint CORRIDATION	T)		h A: You start v
♦ Faithful (Gain a personal RELIQUARY) ♦ Marked (+2D to resist CORRUPTION) ♦ Resourceful (+1 RIG, max 3) ♦ Shrewd (+1D to INSIGHT resist)								heritage. If take must be the first a
Stubborn (+1D to I			×		on free push to ign	ore harm)	at character	
								ocks: Mark 2 XP i of any mission w
LOAD	Choose Ligh	t/Normal/He	avv, a	nd 2 Utility.	Bolo	d items are fine.	LEVEL 2 H	HARM or higher
				St. Mach				taken as a vetera
LIGHT (Quieter, Faster. All Ite	ms Below.)	NORMAI (All Light Items			Slower, All Nor	mal Items and)	v '	ΓING you, they i
■ Personal Memente		■ LasRifle (Rep	places L	asCarbine) OO				econd special ab this one. This al
■ LasCarbine OO							veteran ad	
■ Regiment Sidearm OO ■ Helmet							- V	ake It Out Ali
	Soldiers Kit Frag Grenades OO						this ability	before dying. V with a level of S
Reckless Bravado	■ Pathfinder Beret ■ Tents & Camping Gear ■ Reckless Brayado							taken as a vetera Il Trades: Incr
■ Reckless Bravado -or- ■ Fresh Rations OO							V 1	This ability cann
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3 %	1							TROOPERS pr ACTION and ga
	n Climbing Ki	t n	Tech K	it	nGrena	des OO	SPECIALI	IST in the squad RS who don't pa
	nMedic Kit		Light V	Veapon	nRation	s 00000	mercilessly	y if the action su
100	n Repair Kit			l Weapon		& Camping Gear		econd special ab one. This ability c
	n Sappers Kit			Weapon	n Auspe			okie Anymor
	n Soldiers Kit	n	Ammo	00	n Respir	ator & Gas Mask		ne a Veteran. Ga



CHANNELS DOCTOR **GRIT** SCOURNGE WEAVE

LITIES

- gain +1D to all bility cannot be
- vith all the traits en as a veteran bility selected
- n any category here you took This ability an advance.
- one suffers HARM when nark XP. When you promote, ility from your new playbook oility cannot be taken as
- ve: You can take 1 additional When you PROMOTE, replace SURVIVOR. This ability an advance.
- ease 2 zero-ranked skills to ot be taken as a veteran advance.
- ige...: If you take a DESPERATE esent may participate as part of a in 1 XP. You may select a to take the STRESS from bad rticipate will be mocked cceeds. When you PROMOTE, ility from your new playbook to annot be taken as a veteran advance.
- e: You are promoted! in 1 special ability and 1 rank of Grit. You must take this as your first playbook advance. This ability cannot be taken as a Veteran advance or a starting ability.

CHARACTER SKETCH

PLAYBOOK: THE TROOPER

You are a Soldier of the Imperial Guard, grand army of the Imperium of Man. You have just completed training for the elite and storied Regiment of the Metallican 82nd Drop Corps, parachute troops who have never lost a war they deployed to. The most elite of the 82nd is it's 1st Company, the Pathfinders, who jump before the rest of the Regiment to make safe landing zones for theother troopers. You volounteered for the Drop Corps, and volounteered again for the Pathfinders. Glory and heroism awaits you in righteous battle against the enemies of the Imperium.

To create your Legionnaire, do the following:

- Pick a starting ability. Any will do, but if you're stumped, choose the first.
- Pick a heritage. Choose a name, two traits, and detail it (e.g. old farming family).
- Assign 4 more Action points. Descriptions are on the back. Max starting rating is 2.
- Report for duty.

ACTIONS

- Consort with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ♦ Discipline a fellow soldier; command obedience using force of personality; intimidate or threaten.
- Maneuver into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- Marshal a squad or larger group to action; command attention amidst chaos; coordinate fire
- Research a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- Rig together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.

- ◆ Scout a location or situation to gather information; move or observe withoutbeing noticed; spot weaknesses or exploits if there are any to be seen.
- **Shoot** a target with precision from a distance; find a perch with clear lines of fire; make trick
- ♦ Skirmish with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short
- Specalist: Troopers have no Specialist action but they will gain one when they promote.
- Sway someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- Wreck a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

As a Trooper you don't get a Specialist action of your own. You will get one (grit) when you advance and become a Veteran. You advance to Veteran by taking the Not a Rookie Anymore ability, and they must take this ability as their first playbook advance.

TROOPER ADVANCEMENT

♦ When you roll a desperate action, mark 1 xp in that action's attribute.

At the end of each mission, mark 1 xp (playbook or attribute)...

- If you survived the mission.
- you helped your squad through STAYING OUT OF THE WAY or SURVIVING DESPITE THE ODDS.
- If you brought into play your heritage or traumas (2 xp if you did both).
 Per threat of the highest threat opponent on the mission.

CHARACTER NO	UTES
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