

## Attributes

Agility	D6
Smarts	D8
Strength	D6
Spirit	D4
Vigour	D6

Pace	4
Parry	5
Toughness	5
Charisma	0

## Skills

Fighting	D6
Investigation	D6
Knowledge (Science)	D6
Notice	D4
Piloting	D6
Repair	D8
Shooting	D6
Stealth	D4

## armour

Head	4
Arms	4
Body	6
Legs	6

## Weapons

Name	Range	Damage	Rof	Shots	Notes
MX8 Snub Pistol	12/24/48	2d6	1	12	AP1, Semi-Auto
MK2 Lancer	24/48/96	2d8	3	60	AP2, Auto, Bayonet (2d6+4)
Bolo Grenade	5/10/20	3d6-2 MBT	1	1	4 per scene

# Art Wandsworth

## Edges and hindrances

**Lucky** Art is a lucky sod and gains one extra cog per session.

**Scavenger** Art can find anything. Once per session he can find some piece of equipment that is needed (with the storytellers permission.)

**Code of honour** Art is honourable and will live up to his personal code, orders be damned.

**One leg** Art lost his leg soon after E-Day. His pace can never exceed 4, and sometimes he can lose his fake leg.

## Attributes

Agility	D4
Smarts	D6
Strength	D8
Spirit	D6
Vigour	D6

Pace	6
Parry	5
Toughness	6
Charisma	0

## Skills

Fighting	D6
Intimidation	D6+2
Notice	D6
Shooting	D6
Stealth	D4
Taunt	D6+2
Throwing	D6

## armour

Head	0
Arms	0
Body	6
Legs	6

## Weapons

Name	Range	Damage	Rate of fire	Shots	Notes
MX8 Snub Pistol	12/24/48	2d6	1	12	AP1, Semi-Auto
Gnasher Shotgun	12/24/48	1-3d6	1	8	Shotgun
Bolo Grenade	5/10/20	3d6-2 MBT	1	1	4 per scene

# Kensal Scott

## Edges and hindrances

**Hard of Hearing** All those explosions have hurt Kensal's ears, he suffers a -2 to all notice checks for sound.

**Over Confident** There ain't nothing Kensal can do, no foe he needs to run from, and doesn't he know it.

**Brawny** Kensal is a big bugger, tougher than most, and can carry extra stuff easier.

**Strong willed** Kensal is not easily shaken and +2 to Intimidate, Taunt skills as well as +2 to his Spirit and Smarts rolls to resist attacks.

## Attributes

Agility	D8
Smarts	D6
Strength	D4
Spirit	D6
Vigour	D6

Pace	6
Parry	5
Toughness	4
Charisma	0

## Skills

Fighting	D6
Healing	D6
Notice	D8
Shooting	D8
Stealth	D6
Throwing	D4
Tracking	D6

## armour

Head	0
Arms	0
Body	6
Legs	6

## Weapons

Name	Range	Damage	Rof	Shots	Notes
<b>MX8 Snub Pistol</b>	12/24/48	2d6	1	12	AP1, Semi-Auto
MK2 Lancer	24/48/96	2d8	3	60	AP2, Auto, Bayonet (2d6+4)
Longshot	50/100/200	2d10	1	24	AP4
Bolo Grenade	5/10/20	3d6-2 MBT	1	1	2 per scene

# Ramsey Owens

## Edges and hindrances

**Steady Hands** Ramsey is a trained shot, used to firing from a moving platform, and takes no penalties for being off balance when firing his weapon.

**Trademark weapon Longshot rifle** Ramsey gains a +1 whenever he is shooting a Longshot Rifle due to his extensive training.

**Cautious** Ramsey wants a plan for every action, and doesn't work well when improvising.

**Short** Ramsey is a midget, but the COG will take what they can get.

## Attributes

Agility	D4
Smarts	D6
Strength	D6
Spirit	D8
Vigour	D8

Pace	6
Parry	6
Toughness	6
Charisma	0

## Skills

Fighting	D8
Healing	D4
Notice	D6
Persuasion	D8
Shooting	D6
Stealth	D4
Throwing	D4

## armour

Head	0
Arms	0
Body	6
Legs	6

## Weapons

Name	Range	Damage	Rof	Shots	Notes
Boltok Pistol	15/30/60	2d8	1	6	AP2
MK2 Lancer	24/48/96	2d8	3	60	AP2, Auto, Bayonet (2d6+4)
Bolo Grenade	5/10/20	3d6-2 MBT	1	1	4 per scene

# Josef Jakobs

## Edges and hindrances

- Command** Josef is great at commanding his troops, when his squad is in his hearing, they gain +1 to Spirit rolls to resist Shaken effects.
- Tough as nails** Josef is a tough old sod, and his Vigour is higher than normal
- Stubborn** Once Josef gets his mind on something he finds it hard to let it go.
- Vengeful** Josef has one view of the enemy, they must all die.