



UNSC/Covenant Identification Card:

NAME: Juon Park	ALIAS: "Korean Barbecue"
RACE/CLASS: Human/Spartan 1.1	UNIT: 27th ODST Battalion
SPECIALTY: Heavy Weapons	SEX: M
RANK: Corporal E-4	DATE OF BIRTH: 7/25/2522
SIZE: Normal	PLACE OF BIRTH: Mars, Losantiville
HEIGHT: 193 cm	HAIR/SCALE COLOR: Black
WEIGHT: 90 kg	EYE COLOR: Brown
CARRY WEIGHT: 155kg	XP: 0/15000
LIFT WEIGHT: 310kg	cR: 0/2000
PUSH WEIGHT: 775kg	CARRY CAPACITY: 115.8/155

Half: 7m 5m	Full: 14m 10m	Charge: 21m 15m	Run: 42m 30m	Jump: 1.5m	Leap: 3m
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WARFARE-R	WARFARE-M1	STRENGTH	TOUGHNESS	AGILITY
61	51	60 (M:1)	60 (M:1)	60- 15 (M:1)

INTELLECT1	PERCEPTION 1	COURAGE	CHARISMA	LEADERSHIP
56	50	44	33	40

LANGUAGES KNOWN	English, Korean
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LUCK	3 / 3
WOUNDS	34 / 34
FATIGUE	0 / 6
BLOOD COUNT	200 / 200
BLEED	0 / 0
BIOFOAM	0

TYPE TRAITS

TRAIT NAME	EFFECT
Squad-Up	+5 Courage, +10 WFR/WFM when taking combined actions when with Marine/Army/ODST/Navy/Militia/Air Force types

UPBRINGING, ENVIRONMENT, LIFESTYLE

UPBRINGING	ENVIRONMENT	LIFESTYLE
Laborer: +2 S, +1 T, -3 CR	City: -1 P, +1 CR	Loner: -3 CH, +3 I

SKILLS

SKILL NAME	ATTRIBUTE	MODIFIER	TN
Appeal	Charisma	-20	x
Athletics	AGI/STR	+10	Y
Camouflage	Intellect	+10	Y
Command	Leadership	-20	x
Deception	Charisma	-20	x
*Demolition	Intellect	+20	Y
*Cryptography	Intellect	-40	x
Evasion/Parry	Agility	+20	Y
Gambling	INT/CHA	+10	Y

SKILL NAME	ATTRIBUTE	MODIFIER	TN
Intimidation	SPECIAL	+10	Y
Investigation	INT/PER	+10	Y
*Medication	Intellect	-40	x
Navigation(Ground)	INT/PER	+0	Y
Negotiation	INT/CHA	-20	x
Pilot(Ground)	AGI/INT	+10	Y
*Security	Intellect	-40	x
Stunting	Agility	-20	x
Survival	INT/PER	+10	Y

Grappling	STR/AGI	-20	x
Interrogation	CHA/INT	-20	x

*Technology	Intellect	-40	x
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Skills marked with * are Advanced Skills

EDUCATION

EDUCATION NAME	BONUS	SKILLS EFFECTED
Demolitions Assembly	+10	Demolition

ABILITIES

ABILITY NAME	EFFECT
Heavy Preparation	The character no longer needs to brace a heavy weapon when firing. The character, at all times, counts as braced. The character no longer automatically drops heavy weapons when attempting to dual wield them.
Gather Senses	Reroll a failed Pinning Test and Fear Test per Round.
Mobile Fire	When the character is moving and firing a weapon or making a melee attack, the character only takes half penalties.
Rapid Reload	Any character using Rapid Reload halves the Base Reload Time of any weapons' reload (minimum of 1). If Rapid Reload would have a pistol reloaded at below 1 Half Actions, the pistol may be reloaded as a Response Action, if chosen, giving -10 to any other action used in the Response Action.
Flame Spray	Any opponent within the fire takes a -10 penalty to any Evasion Test.
Always Ready	Ignore any Unaware Conditions by passing a Perception Test.
Fast Foot	Roll twice when figuring the Initiative Test and takes the highest roll.
Strong Back	Characters gain +15 to their Toughness when discovering Lifting, Carrying, and Pushing Weight.
Quickdraw	Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action. If the character has two smaller equipment or weapons, such as pistols, they will be able to Quickdraw them both in the single Action.
Covenant Weaponry	Ability to use Covenant weaponry at no penalty

WEAPONS

WEAPON NAME	CR/WT.	TYPE/ RANGE	FIRE RATE	DAMAGE	PIERCE	MAG SIZE /RELOAD	MAGS SPARE /AMMO TYPE	MISC
M735 LMG	200/ 9.6kg	LMG/ 30-300m	A (10)	1d10+3	12	(150/150)/ 2 Standard	14/ Standard	Laser module +10 to aim
M6E	25/ 1.7	Pistol/ 30-190m	S (3)	1d10+7	10	(12 / 12) / 1 Standard	10 / Standard 3 spare rds.	Flashlight
NA4 Flamethrower	400/ 90.5	DP/ 1-25m	Sustained (6)	2d10+8	2	(60 / 60) / 3 Standard	7 / Standard	Exosuit negates weight Flame(1d10)
2x M9 HE-DP	15/ 0.6x2	Grenade/ 90m BI(8) KI(2)		2d10+5	12			WFM +10
2x Flashbang	10/ 0.3x2	Non-deadly/ 90m BI(12) KI(1)		1d5+2	2			WFM +10 Flashbang Special Rule
Combat Knife	10/ 0.6kg	Melee Knife/ +0m, 90m		1d10+6+3	6+3			WFM +10 if thrown
3x C-7 Foaming Explosive	80/ 5.8x3	Demolition Foam/		4d10+2	8			

		BI(7) KI(5)					
3x Napalm Grenade	15/ 0.7x3	Grenade/ 90m BI (7) KI (1)					WFM +10 Flame (1d10)

ARMOR

ARMOR	SIZE	MASS	SHIELD	PRICE	ARMOR TOUGHNESS Head/Arms/Chest/Legs	SPECIAL CAPABILITY
ODST/UA Personal Protection Equipment	2m	43 kg	(x/x)/x/x	-	15 / 13 / 17 / 13 +1 to lower head	Vacuum Regulator -15 Agility UA/Counter Assault Collar/Breacher UA Helmet Rebreather unit BSD-O FSL (left) RS (Right)

EQUIPMENT

EQUIPMENT	BENEFIT	WEIGHT	cR
M/LBE Backpack	Blastproof backpack. 16 armor. Carries 12 magazines/grenades/equivalent	1.1	30
Hardcase	Armored carrying device similar to a briefcase. 11 armor. carries 14 magazines/grenades/equivalent.	4.2	9
Tactical Softcase	Soft bagged carrying pouch, carries 7 magazines/grenades/equivalent	0.3	3
2x Tactical Hardcases	Armored pouch. carries 5 grenades/magazines/equivalent	1.3x2	10
Holographic Tactical Eyepiece	Allows the usage of HUD and maps without a handheld device	0.3	5
Flashlight	+30 in Darkness, +15 in Low-Light	0.2	10
Laser Aim Module	+10 to aim actions	0.1	10
Utility Webbing	Holds 6 pouches to body	0.1	8
2x Magnetized Weapon Holster	Holds a weapon to the body via powerful magnets. No chance of the weapon being lost when in use,	0.8x2	11x2
4x Ammunition Pouches	Ammunition pouches. Holds 8 standard magazines/grenades/equivalent.	0.5x4	2x4
NA4 Armored Tank	Armored fuel tank for NA4 flamethrower. 23 armor.	28.6	34
Evade	Move Full move in meters as a half action, giving +10 to evasions that round. 2 Half Action recharge after each use.	1.5	300

DERANGEMENTS, TRAUMAS, AND OTHER CONDITIONS

NAME	EFFECT
Pyromania	Obsession with fire

DAMAGE REPORT

LOCATION	ARMOR POINTS	DAMAGE	BLEED	ABNORMALITIES AND EFFECTS
HEAD (1-10)	15	0	0	
RIGHT ARM (11-20)	13	0	0	
LEFT ARM (21-30)	13	0	0	
BODY (31-70)	17	0	0	
RIGHT LEG (71-85)	13	0	0	
LEFT LEG (86-100)	13	0	0	

BACKGROUND INFORMATION

“We all have our crosses to bear. Mine just happens to be a flamethrower.”

Description:

Juon Park is stocky and muscular, standing above the average person. Black hair, dark brown eyes, tanned skin and some burn scars on his right arm and leg, tattoo of a crucifix on his left arm. MEDREF A+ NKA

Backstory:

Juon Park was born on Mars to his father Hyeon, a former UNSC Marine, and his mother Yong, a mechanical engineer who were both Misriah employees. With the outbreak of the Human-Covenant War both his parents spent the majority of their time at work, leaving Juon alone most of the time he was not in school. As unsupervised children are wont to do, Juon started playing with fire, on several occasions causing bodily harm to himself. The only time he seemed to spend with his family was Sunday services at church, which instilled in him a deep faith. He enlisted in the Marine Corps following his graduation despite psychological evaluations that would normally keep him from serving. He fit in naturally with the “Hellbringers” where he distinguished himself and eventually was transferred, on classified orders, to an ODST unit. He fought during the battle of Earth where he [REDACTED] before being evacuated to safety.

Notes:

Has absolutely no idea his father was a Spartan-I, nor that it was the reason he was allowed into the military and transferred to special forces.

Relationships:

GySGT. Hyeon Jin Park UNSCMC [retired], Father, Alive
Yong Wook Park, Mother, Alive
SSGT. Jennifer Moline MIA Battle of Earth

Personal Possessions:

Tattered, leather-bound Bible, Rosary, silver crucifix on a chain