

Drzbzz

Major (Rank 6)

Stats

Target #: 9

Base Hit Points: 3

of Hands: 3

Move: 5

Profession: Scientist

Species: Zoallan

Alien Ability: Carapace. -2 to all incoming damage.

Skills

Hit Points: 10 (Athletics+Base+Rank)

Luck: 13 (Rank+5+Lucky) Bonus Luck : 3

Athletics: 2 (Carry Capacity: 20+20)

Combat: 2 (4)

Engineering: 2

Piloting: 0

Science: 5 (7)

Experience: 775

Prestige: 50

Credits: 2190

Equipment

Uniform

Medkit: [energy] Mass 5 Science check vs 8. Each point over heals. +1 [upgraded]

Wristcomp: [energy] Mass 4 Does not take up a hand. Can be used as a remote detonator. Adds +2 to Hacking. Can be used to scan onboard a ship - difficulty is distance in squares.[upgraded]

Pack: Mass 2 Anything put in a pack is half mass - but drawing out the item costs two actions instead of one unless the character has infinite hands.

Med Jack: Mass 1

Auto Nurse: Mass 5

2xDetox: [drug] Mass 1 Eliminates all active drugs and all side effects

2xRoid: [drug] Mass 1

2xAggro: [drug] Mass 1

Supsci: [drug] Mass 1 Adds +1 to science. Lasts entire mission unless detoxed. All other skills except Athletics are at -1.

Tecknow: [drug] Mass 1 Adds +1 to engineering. Lasts entire mission unless detoxed. All other skills

except Athletics are at -1.

Stungone: [drug] Mass 1 Target gets a reroll vs stun effects. Must make an athletics roll vs stun when first administered.

Skill Chip: Science: [energy] Mass 1 +2 to Science skill [upgraded]

Skill Chip: Combat: [energy] Mass 1 +2 to Combat skill [upgraded]

Mentor Chip: [energy] Mass 1 Adds 20% to all experience points earned. [upgraded]

Skeletal Enhancement: [energy] Mass n/a +2 athletics for carry and melee damage purposes only. [upgraded]

Blast Pistol: [energy] Mass 4 Damage 2D6-2 (*Stored in Life Support*)

Shield: Mass 10 +1 to target number. (*Stored in Life Support*)

EVA: [energy] Mass 5 Provides life support for 100 rounds. (*Stored in Life Support*)

Special Abilities

Lucky: +3 Luck

Patient: You can spend as many phases preparing an action as your skill level.

Connected: Every campaign turn you get an additional requisition and may reroll up to one die in any requisition. You also receive double pay for each mission.

Tinkerer: Two upgrade attempts per mission.

ECM Specialist: Rather than redirecting a missile, you may destroy it. Also you have +3 on all ECM and targeting lock checks.

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