

Death Cap

Lieutenant Junior Grade (Rank 2)

Stats

Target #: 9

Base Hit Points: 9

of Hands: 2

Move: 2

Profession: Pilot

Species: Fungaloid

Alien Ability: Regenerate. Heal 1D6 hit points at the end of the Round.

Skills

Hit Points: 11 (Athletics+Base+Rank)

Luck: 8 (Rank+5) Bonus Luck: 1

Athletics: 1 (Carry Capacity: 20)

Combat: 1

Engineering: 1

Piloting: 5 (6)

Science: 1

Experience: 1040

Prestige: 440

Credits: 345

Equipment

Uniform

Blast Pistol: [energy] Mass 4 Damage 2D6-2

Toolkit: [energy] Mass 5 +1 to Engineering when repairing, upgrading a module or reconfiguring the Cannon.

Skill Chip: Pilot: [energy] Mass 1 +1 Piloting

Frag Grenade: [energy] Mass 2

EMP Grenade: [energy] Mass 2 Damage 2D6-1. Line of sight. Breaks energy equipment until after mission. Does not affect modules.

Stun Grenade: [energy] Mass 2 Damage stun. Line of sight. Athletics vs 11 or be stunned. 2 Stun counters. 1 removed each Round. All removed if damaged.

Knife Mass 1 Damage 1D6

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.

Special Abilities

Turn Specialist: You may reroll your dice when turning or sideslipping. You may do this 12 (Piloting skill x2) times per mission

Nimble: You may make a second action per phase at -3 or move at -1. You may do this 2 (Athletics skill x 2) times per mission.

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