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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

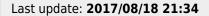
Nimble: You may make a second action per phase at -3 or move at -1. You may do this 2 (Athletics skill x 2) times per mission.

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