

10/16



Angela "Ace" Daring

Human — Pilot

Athletics: 2
 Combat: 2
 Engineering: 1
 Piloting: 3
 Science: 0
 Move: 5. Defense: 8.
 Hands: 2. Carry: 20.

Willpower: May reroll both dice on professional tests.

Speed Demon: May reroll Piloting skill check when accelerating/ decelerating. Pool: 6.

Armor: -1 damage taken. Mass: 10.

Blast Pistol: 2d6-2 [e]. Mass: 4.

ToolKit: +1 to Repairs, Ship Upgrades, and Reconfiguration attempts. Mass: 5.

6/6

11/16



Blast Manley

Human — Marine

Athletics: 3
 Combat: 2
 Engineering: 1
 Piloting: 2
 Science: 0
 Move: 5. Defense: 8.
 Hands: 2. Carry: 30.

Willpower: May reroll both dice on professional tests.

Brutal: May reroll one personal weapon damage die per attack.

Armor: -1 damage taken. Mass: 10.

Blast Pistol: 2d6-2. Mass: 4 [e].

EMP Grenade (x1): EMP's all characters and loose equipment in LOS. Mass: 2 [e].

Stun Grenade (x1): Target rolls Athletics (11) - takes 1 Stun for each point roll was missed by. Mass: 2 [e].

7/6

1/16



Brrbrbb ("Brrb")

Zoallan — Engineer

Athletics: 1
 Combat: 0
 Engineering: 3
 Piloting: 2
 Science: 2
 Move: 7. Defense: 9.
 Hands: 3. Carry: 10.

Carapace: -2 to all damage taken.

Tricky: Use a battlestation to dump trash (destroy missiles in your ship's hex on a 7 or less), focus sensors (+1 to ship's targeting rolls the rest of the Round), or vent plasma (stabilize the ship). Pool: 3.

Blast Pistol: 2d6-2. Mass: 4 [e].

ToolKit: +1 to Repairs, Ship Upgrades, and Reconfiguration attempts. Mass: 5.

4/6

13/16



DOKK-56d

Bot — Scientist

Athletics: 1.
 Combat: 1.
 Engineering: 1.
 Piloting: 1.
 Science: 3.
 Move: 4. Defense: 8.
 Hands: 1. Carry: 20.

Blast Pistol: 2d6-2.

MedKit: Science (11) to heal 1d6 damage. Heal +1d6 / add'l +3 difficulty.

7/16



Dr. Susan Fussbinder

Human — Scientist

Athletics: 2
Combat: 0
Engineering: 2
Piloting: 1
Science: 3
Move: 5. Defense: 8.
Hands: 2. Carry: 20.

Willpower: May reroll both dice on professional tests.

Healer: Double the amount of damage you heal on any other character.

Armor: -1 damage taken. Mass: 10.

Blast Pistol: 2d6-2 [e]. Mass: 4.

MedKit: Science (11) to heal 1d6 damage. Heal +1d6 / add 1 +3 difficulty. Mass: 5 [e].

6/6

14/16



FIXX-4th

Bot — Engineer

Athletics: 1.
Combat: 1.
Engineering: 3.
Piloting: 1.
Science: 1.
Move: 4. Defense: 8.
Hands: 1. Carry: 20.

Blast Pistol: 2d6-2.

5/16



Helena Hanbaskit

Human — Marine

Athletics: 3
 Combat: 3
 Engineering: 1
 Piloting: 0
 Science: 0
 Move: 5. Defense: 8.
 Hands: 2. Carry: 30.

Willpower: May reroll both dice on professional tests.

Shock Trooper: May go on overwatch to attack after moving.

Armor: -1 damage taken. Mass: 10.

Blast Rifle: 2d6-1. May fire twice per phase if on overwatch, Mass: 8 [e].

Knife: 1d6, Mass: 1.

7/6

6/16



Klikkitik

Canosian — Marine

Athletics: 3
 Combat: 3
 Piloting: 0
 Engineering: 0
 Science: 1
 Move: 5. Defense: 7.
 Hands: Infinite. Carry: 30.

Tumble: One bonus Move per phase.

Charger: Free melee attack at a -3 penalty after a Move action 1/phase.

Blast Rifle: 2d6-1. May fire twice per phase if on overwatch, Mass: 8 [e].

Knife: 1d6, Mass: 1.

9/6

2/16



Mournful Cheer

Tentac — Engineer

Athletics: 1
Combat: 0
Engineering: 3
Piloting: 0
Science: 3
Move: 6. Defense: 9
Hands: Infinite. Carry: 10.

Resilient: May reroll up to every die of damage received.

Engine Specialist: May reroll a die when Pumping or Repairing Engines. Pool: 6.

Blast Pistol: 2d6-2. Mass: 4 [e].

ToolKit: +1 to Repairs, Ship Upgrades, and Reconfiguration attempts. Mass: 5.

6/6

15/16



OTTO-21a

Bot — Pilot

Athletics: 1.
Combat: 1.
Engineering: 1.
Piloting: 3.
Science: 1.
Move: 4. Defense: 8.
Hands: 1. Carry: 20.

Blast Pistol: 2d6-2.

11/16



Rhombicus

Silicoid — Pilot

Athletics: 2
Combat: 1
Engineering: 2
Piloting: 3
Science: 0
Move: 5. Defense: 7.
Hands: 1. Carry: 30.

Rocky: Reduce all damage taken by 1d6.

Strong: Carry +10 and +1 melee weapon damage.

Spacelegs: Ignore ship OOC penalties.

Blast Pistol: 2d6-2. Mass 4 [e].

ToolKit: +1 to Repairs, Ship Upgrades, and Reconfiguration attempts. Mass: 5.

10/6

3/16



Tinker McGee

Human — Engineer

Athletics: 2
Combat: 1
Engineering: 3
Piloting: 1
Science: 1
Move: 5. Defense: 8.
Hands: 2. Carry: 20.

Willpower: May reroll both dice on professional tests.

Helpful: May let other players spend your Luck as if it was their own.

Armor: -1 damage taken. Mass: 10

Blast Pistol: 2d6-2. Mass: 4 [e].

6/6

12/16



Xandrix

Xeloxian — Pilot

Athletics: 1
 Combat: 0
 Engineering: 3
 Piloting: 3
 Science: 0
 Move: 2-8. Defense: 8.
 Hands: 6-0. Carry: 10.

Fistwalk: each free hand adds +1 to a Xeloxian's Base Move (3 free hands = Move 5).

Aggressive: +1 damage to all personal weapon damage dealt.

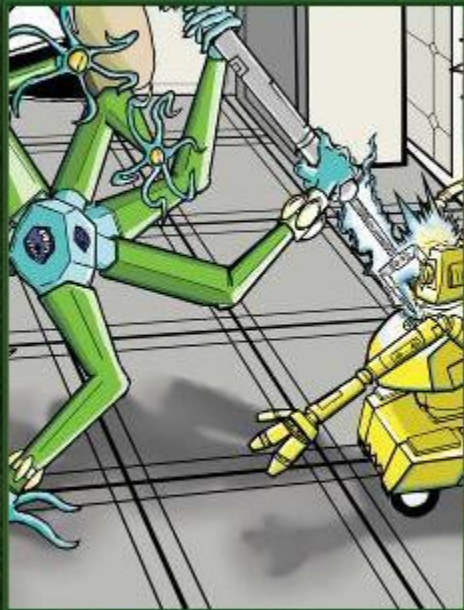
Reflexive: Free ship Ram or Dodge 1/Round.

Blast Pistol: 2d6-2. Mass 4 [e].

ToolKit: +1 to Repairs, Ship Upgrades, and Reconfiguration attempts. Mass: 5.

5/6

8/16



Xenix

Xeloxian — Scientist

Athletics: 2
 Combat: 1
 Engineering: 2
 Piloting: 0
 Science: 3
 Move: 2-8. Defense: 8.
 Hands: 6-0. Carry: 10.

Fistwalk: each free hand adds +1 to a Xeloxian's Base Move (3 free hands = Move 5).

Aggressive: +1 damage to all personal weapon damage dealt.

Jack of All Trades: You get one free reroll in each skill once per game as if you were a professional (inc. Athletics).

Armor: -1 damage taken. Mass: 10.

Blast Pistol: 2d6-2. Mass: 4 [e].

MedKit: Science (11) to heal 1d6 damage. Heal +1d6 / add? +3 difficulty. Mass: 5 [e].

6/6

16/16



ZOTT-66x

Bot — Marine

Athletics: 1.
Combat: 3.
Engineering: 1.
Piloting: 1.
Science: 1.
Move: 4. Defense: 8.
Hands: 1. Carry: 20.
Blast Pistol: 2d6-2.

9/16



Zrbdbrbz ("Zrb")

Zoallan — Scientist

Athletics: 2
Combat: 2
Engineering: 1
Piloting: 0
Science: 3
Move: 7. Defense: 9.
Hands: 3. Carry: 20.
Carapace: -2 to all damage taken.
Lucky: +3 Luck.
Blast Pistol: 2d6-2. Mass: 4 [e].
MedKit: Science (11) to heal 1d6 damage. Heal +1d6 / add'l +3 difficulty. Mass: 5 [e].

5/9