

Officer: Krbark Brb				
Race: Zoallan		Profession: Pilot		
Athletics	Combat	Engineer	Pilot	Science
1	0	3	3	0
Move	5	Target	9	
Hands	3	Health	○○○○○○	
Carry	10	Luck	○○○○○○	



Officer: Vernon Williams				
Race: Human		Profession: Marine		
Athletics	Combat	Engineer	Pilot	Science
3	3	0	0	1
Move	3	Target	8	
Hands	2	Health	○○○○○○○○	
Carry	30	Luck	○○○○○○○○	



Abilities and Equipment	
Name	Effect
<b>Carapace</b>	-2 to all incoming damage
<b>Spacelegs</b>	Ignore 2 levels of OOC
<b>Blast Pistol</b>	2d6-2 damage [energized]. Mass: 4
<b>Tool Kit</b>	+1 Engineering to Repair, Upgrade or Configure Cannons. M:5

Abilities and Equipment	
Name	Effect
<b>Willpower</b>	May reroll both dice on professional tests
<b>Lucky</b>	3 extra luck
<b>Body Armor</b>	Reduces damage received by 1. M:10
<b>Blast Pistol</b>	2d6-2 damage [energized]. Mass: 4
<b>Knife</b>	1d6 Damage. M:1
<b>EMP Grenade</b>	Damages [energized] targets in LOS. M:1
<b>Stun Grenade</b>	Stuns targets in LOS unless DC 11 Athletics test is passed. M:1

Officer: Crusius "Lefty" Frmphax				
Race: Canosian		Profession: Engineer		
Athletics	Combat	Engineer	Pilot	Science
1	1	4	1	0
Move	4	Target	7	
Hands	∞	Health	○○○○○○○○	
Carry	10	Luck	○○○○○○	



Abilities and Equipment	
Name	Effect
<b>Tumble</b>	Bonus Move Action every phase
<b>Mobile</b>	+1 to Movement rate (factored in)
<b>Blast Pistol</b>	2d6-2 damage [energized]. Mass: 4
<b>Tool Kit</b>	+1 Engineering to Repair, Upgrade or Configure Cannons. Mass: 5

Officer: Bing Bang the Grobber				
Race: Tentac		Profession: Scientist		
Athletics	Combat	Engineer	Pilot	Science
1	0	2	2	3
Move	4	Target	9	
Hands	∞	Health	○○○○○○○○	
Carry	10	Luck	○○○○○○	



Abilities and Equipment	
Name	Effect
<b>Resilient</b>	May reroll any incoming, random damage inflicted against them
<b>Healer</b>	Double successes gained on healing checks made on others
<b>Blast Pistol</b>	2d6-2 damage [energized]. Mass: 4
<b>Med Kit</b>	+1 Science to Heal checks. Mass: 5