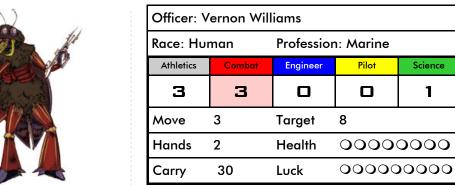
Officer: Krbark Brb				
Race: Zoallan Profession: Pilot				
Athletics	Combat	Engineer	Pilot	Science
1	0	3	B	0
Move	5	Target	9	
Hands	3	Health	$\circ$	O
Carry	10	Luck	0000	CC



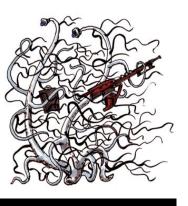
	Abilities and Equipment
Name	Effect
Carapace	-2 to all incoming damage
Spacelegs	Ignore 2 levels of OOC
Blast Pistol	2d6-2 damage [energized]. Mass: 4
Tool Kit	+1 Engineering to Repair, Upgrade or Configure Cannons. M:5



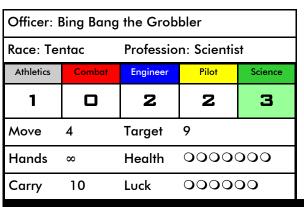


	Abilities and Equipment
Name	Effect
Willpower	May reroll both dice on professional tests
Lucky	3 extra luck
Body Armor	Reduces damage received by 1. M:10
Blast Pistol	2d6-2 damage [energized]. Mass: 4
Knife	1d6 Damage. M:1
EMP Grenade	Damages [energized] targets in LOS. M:1
Stun Grenade	Stuns targets 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	0000	0000
Carry	10	Luck	0000	00



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





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