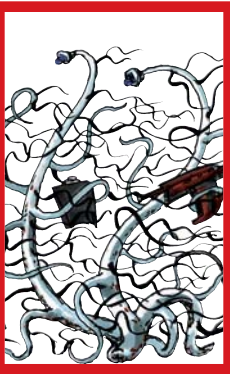
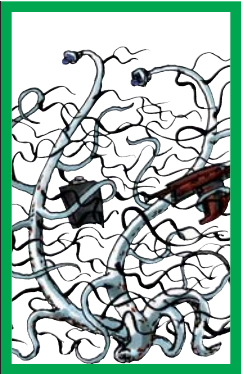


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|--|-----------------|--|
| <h1>Clickety Crack</h1>  |                 |  |
| PROFESSION:  | <b>Marine</b>   |  |
| SPECIES:   | <b>Canosian</b> |  |
| ALIEN ABILITY:   | <b>Tumble</b>   |  |
| You get 1 extra Move action every phase.   |                 |  |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b>   |
| ATHLETICS:   | 2               | OOOOOOOOOO   |
| COMBAT:  | 4               | LUCK: OOOOOO   |
| ENGINEERING:   | 0               | MOVE: 3  |
| PILOTING:  | 0               | # OF HANDS: ∞  |
| SCIENCE:   | 0               | TARGET #: 7  |
| <b>EQUIPMENT</b>   |                 |  |
| <ul style="list-style-type: none"> <li>Toolkit: +1 on all repair and reconfiguration checks</li> <li>Blast Rifle: 2d6 -1 Damage</li> </ul> |                 |  |
| SPECIAL ABILITY:   |                 | <b>Sharp Shooter</b>   |
| You may reroll hit allocation dice with ship's weapons 8 times: OOOOOOOO   |                 |  |


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|   |                  |  |
|---|------------------|--|
| <h1>Tzzzt</h1>  |                  |  |
| PROFESSION:   | <b>Scientist</b> |  |
| SPECIES:  | <b>Canosian</b>  |  |
| ALIEN ABILITY:  | <b>Tumble</b>    |  |
| You get 1 extra Move action every phase.  |                  |  |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b>   |
| ATHLETICS:  | 2                | OOOOOOOOOO   |
| COMBAT:   | 2                | LUCK: OOOOOO   |
| ENGINEERING:  | 1                | MOVE: 3  |
| PILOTING:   | 0                | # OF HANDS: ∞  |
| SCIENCE:  | 3                | TARGET #: 7  |
| <b>EQUIPMENT</b>  |                  |  |
| <ul style="list-style-type: none"> <li>MedKit: <b>Science</b> check vs. 8, heal 1 point per success</li> <li>Blast Pistol: 2d6 -2 Damage</li> <li>Wrist Computer: +1 on hacks &amp; yes/no question device</li> </ul> |                  |  |
| SPECIAL ABILITY:  |                  | <b>Nimble</b>  |
| You may take an additional action at -3 in a phase 4 times: OOOO  |                  |  |

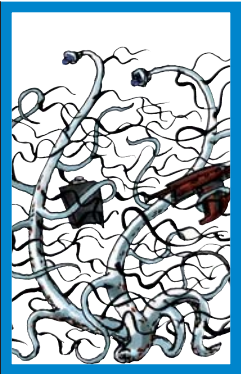
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|   |                 |   |
|---|-----------------|---|
| <h1>Pklack</h1>   |                 |  |
| PROFESSION:   | <b>Pilot</b>    |   |
| SPECIES:  | <b>Canosian</b> |   |
| ALIEN ABILITY:  | <b>Tumble</b>   |   |
| You get 1 extra Move action every phase.  |                 |   |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b>  |
| ATHLETICS:  | 2               | OOOOOOOOOO  |
| COMBAT:   | 0               | LUCK: OOOOOO  |
| ENGINEERING:  | 2               | MOVE: 3   |
| PILOTING:   | 3               | # OF HANDS: ∞   |
| SCIENCE:  | 1               | TARGET #: 7   |
| <b>EQUIPMENT</b>  |                 |   |
| <ul style="list-style-type: none"> <li>Toolkit: +1 on all repairs &amp; reconfigurations</li> <li>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet</li> <li>Blast Pistol: 2d6 -2 Damage</li> </ul> |                 |   |
| SPECIAL ABILITY:  |                 | <b>Helpful</b>  |
| You may allow others to spend your Luck.  |                 |   |


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|  |                 |   |
|--|-----------------|---|
| <h1>Tkit</h1>  |                 |  |
| PROFESSION:  | <b>Engineer</b> |   |
| SPECIES:   | <b>Canosian</b> |   |
| ALIEN ABILITY:   | <b>Tumble</b>   |   |
| You get 1 extra Move action every phase.   |                 |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b>  |
| ATHLETICS:   | 1               | OOOOOOOOO   |
| COMBAT:  | 2               | LUCK: OOOOOO  |
| ENGINEERING:   | 2               | MOVE: 3   |
| PILOTING:  | 2               | # OF HANDS: ∞   |
| SCIENCE:   | 2               | TARGET #: 7   |
| <b>EQUIPMENT</b>   |                 |   |
| <ul style="list-style-type: none"> <li>Toolkit: +1 on all repair and reconfigure actions</li> <li>Blast Pistol: 2d6 -2 Damage</li> </ul> |                 |   |
| SPECIAL ABILITY:   |                 | <b>Jack of All Trades</b>   |
| You have one free reroll in each profession:<br>A: ○ C: ○ E: ○ P: ○ S: ○   |                 |   |

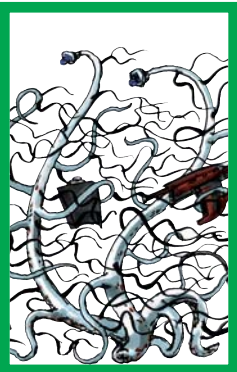
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|  |                 |                    |   |  |
|--|-----------------|--------------------|---|--|
| <b>pK</b>  |                 |                    |   |  |
| PROFESSION:  | <b>Marine</b>   |                    |   |  |
| SPECIES:   | <b>Canosian</b> |                    |   |  |
| ALIEN ABILITY:   | <b>Tumble</b>   |                    |   |  |
| You get 1 extra Move action every phase.   |                 |                    |   |  |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b> |   |  |
| ATHLETICS:   | 2               | OOOOOOOOOO         |   |  |
| COMBAT:  | 3               | LUCK: OOOOOOO      |   |  |
| ENGINEERING:   | 0               | MOVE:              | 3 |  |
| PILOTING:  | 2               | # OF HANDS:        | ∞ |  |
| SCIENCE:   | 1               | TARGET #:          | 7 |  |
| <b>EQUIPMENT</b>   |                 |                    |   |  |
| ☞ Energy Blade: 3d6 -3 Damage (doubles hurts you!)<br>☞ JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet (cannot trample during a jet, but you may walk thru) |                 |                    |   |  |
| SPECIAL ABILITY:   |                 | <b>Trampler</b>    |   |  |
| Free melée attack when moving through enemy, but target gets a free melée attack as you enter their square.  |                 |                    |   |  |

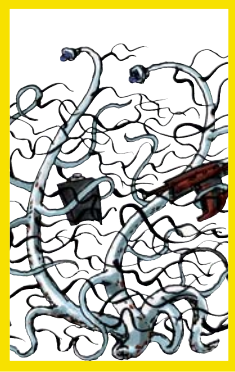
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|---|------------------|--------------------|---|--|
| <b>Tsk-tsk</b>  |                  |                    |   |  |
| PROFESSION:   | <b>Scientist</b> |                    |   |  |
| SPECIES:  | <b>Canosian</b>  |                    |   |  |
| ALIEN ABILITY:  | <b>Tumble</b>    |                    |   |  |
| You get 1 extra Move action every phase.  |                  |                    |   |  |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b> |   |  |
| ATHLETICS:  | 2                | OOOOOOOOOO         |   |  |
| COMBAT:   | 2                | LUCK: OOOOOOO      |   |  |
| ENGINEERING:  | 1                | MOVE:              | 4 |  |
| PILOTING:   | 0                | # OF HANDS:        | ∞ |  |
| SCIENCE:  | 3                | TARGET #:          | 7 |  |
| <b>EQUIPMENT</b>  |                  |                    |   |  |
| ☞ MedKit: <b>Science</b> check vs. 8, heal 1 point per success<br>☞ Blast Pistol: 2d6 -2 Damage<br>☞ Wrist Computer: +1 on hacks & yes/no question device |                  |                    |   |  |
| SPECIAL ABILITY:  |                  | <b>Mobile</b>      |   |  |
| Your Move attribute is 4 instead of 3.  |                  |                    |   |  |

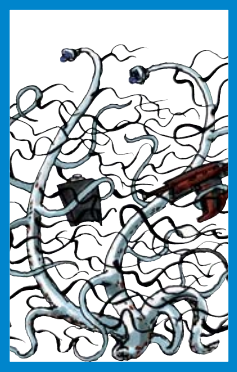
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|   |                 |                    |   |   |
|---|-----------------|--------------------|---|---|
| <b>Skyt</b>   |                 |                    |   |  |
| PROFESSION:   | <b>Pilot</b>    |                    |   |   |
| SPECIES:  | <b>Canosian</b> |                    |   |   |
| ALIEN ABILITY:  | <b>Tumble</b>   |                    |   |   |
| You get 1 extra Move action every phase.  |                 |                    |   |   |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b> |   |   |
| ATHLETICS:  | 2               | OOOOOOOOOO         |   |   |
| COMBAT:   | 0               | LUCK: OOOOOOO      |   |   |
| ENGINEERING:  | 0               | MOVE:              | 3 |   |
| PILOTING:   | 4               | # OF HANDS:        | ∞ |   |
| SCIENCE:  | 0               | TARGET #:          | 7 |   |
| <b>EQUIPMENT</b>  |                 |                    |   |   |
| ☞ ToolKit: +1 on all repairs & reconfigurations<br>☞ JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet<br>☞ Blast Pistol: 2d6 -2 Damage |                 |                    |   |   |
| SPECIAL ABILITY:  |                 | <b>Speed Demon</b> |   |   |
| You can reroll <b>Piloting</b> skill checks during an acceleration or deceleration attempt: OOOOOOOOO   |                 |                    |   |   |


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|  |                 |                       |   |   |
|--|-----------------|-----------------------|---|---|
| <b>Glick</b>   |                 |                       |   |  |
| PROFESSION:  | <b>Engineer</b> |                       |   |   |
| SPECIES:   | <b>Canosian</b> |                       |   |   |
| ALIEN ABILITY:   | <b>Tumble</b>   |                       |   |   |
| You get 1 extra Move action every phase.   |                 |                       |   |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b>    |   |   |
| ATHLETICS:   | 2               | OOOOOOOOOO            |   |   |
| COMBAT:  | 1               | LUCK: OOOOOOO         |   |   |
| ENGINEERING:   | 3               | MOVE:                 | 3 |   |
| PILOTING:  | 2               | # OF HANDS:           | ∞ |   |
| SCIENCE:   | 0               | TARGET #:             | 7 |   |
| <b>EQUIPMENT</b>   |                 |                       |   |   |
| ☞ ToolKit: +1 on all repair and reconfigure actions<br>☞ Stun Pistol: Athletics check vs. 11 or gets 2 stun markers. Remove 1 at end of Round, remove all if attacked. |                 |                       |   |   |
| SPECIAL ABILITY:   |                 | <b>Stunner Expert</b> |   |   |
| Can force enemies to reroll one of their Athletics skill check dice when you use a stun pistol on them   |                 |                       |   |   |


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|  |               |  |
|--|---------------|--|
| <b>Vic</b>   |               |  |
| PROFESSION:  | <b>Marine</b> |  |
| SPECIES:   | Human         |  |
| ALIEN ABILITY:   | Willpower     |  |
| You may reroll both dice on any <b>Combat</b> skill check.     |               |  |
| <b>SKILLS</b>  |               | <b>HIT POINTS:</b><br>○○○○○○○○   |
| ATHLETICS:   | 2             |  |
| <b>COMBAT:</b>   | 4             | LUCK: ○○○○○○   |
| <b>ENGINEERING:</b>  | 0             | MOVE: 3  |
| <b>PILOTING:</b>   | 0             | # OF HANDS: 2  |
| <b>SCIENCE:</b>  | 0             | TARGET #: 8  |
| <b>EQUIPMENT</b>   |               |  |
| Armor: You suffer 1 less damage<br>👉 Blast Rifle: 2d6-1 Damage |               |  |
| SPECIAL ABILITY:   |               | Brutal   |
| You may reroll one of your personal damage dice.               |               |  |

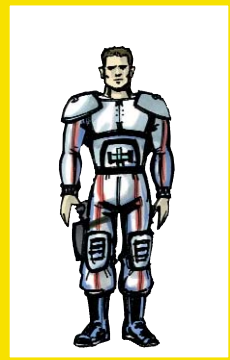
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|   |                  |  |
|---|------------------|--|
| <b>Ajax</b>   |                  |  |
| PROFESSION:   | <b>Scientist</b> |  |
| SPECIES:  | Human            |  |
| ALIEN ABILITY:  | Willpower        |  |
| You may reroll both dice on any <b>Science</b> skill check.   |                  |  |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b><br>○○○○○○○  |
| ATHLETICS:  | 1                |  |
| <b>COMBAT:</b>  | 0                | LUCK: ○○○○○○   |
| <b>ENGINEERING:</b>   | 2                | MOVE: 3  |
| <b>PILOTING:</b>  | 2                | # OF HANDS: 2  |
| <b>SCIENCE:</b>   | (4)              | TARGET #: 8  |
| <b>EQUIPMENT</b>  |                  |  |
| 👉 MedKit: <b>Science</b> vs 8, heal 1 point per success.<br>Blast Pistol: 2d6 -2 Damage<br>👉 <b>Science</b> Skill Chip: +1 <b>Science</b> skill |                  |  |
| SPECIAL ABILITY:  |                  | Resourceful  |
| You may use <b>Science</b> skill twice per mission for any other skill ○○   |                  |  |


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|   |              |   |
|---|--------------|---|
| <b>Bartholomew</b>  |              |  |
| PROFESSION:   | <b>Pilot</b> |   |
| SPECIES:  | Human        |   |
| ALIEN ABILITY:  | Willpower    |   |
| You may reroll both dice on any <b>Piloting</b> skill check.                      |              |   |
| <b>SKILLS</b>   |              | <b>HIT POINTS:</b><br>○○○○○○○   |
| ATHLETICS:  | 1            |   |
| <b>COMBAT:</b>  | 0            | LUCK: ○○○○○○  |
| <b>ENGINEERING:</b>   | 3            | MOVE: 3   |
| <b>PILOTING:</b>  | 3            | # OF HANDS: 2   |
| <b>SCIENCE:</b>   | 0            | TARGET #: 8   |
| <b>EQUIPMENT</b>  |              |   |
| 👉 ToolKit: +1 on all repairs & reconfigurations<br>Blast Pistol: 2d6 -2 Damage    |              |   |
| SPECIAL ABILITY:  |              | Reflexive   |
| You get one free attempt to ram or dodge (no action, OOC, or Helm power!) / phase |              |   |

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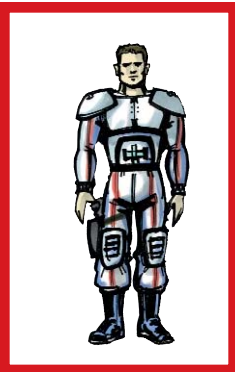


|  |                 |   |
|--|-----------------|---|
| <b>N-Gene</b>  |                 |  |
| PROFESSION:  | <b>Engineer</b> |   |
| SPECIES:   | Human           |   |
| ALIEN ABILITY:   | Willpower       |   |
| You may reroll both dice on any <b>Engineering</b> skill check.  |                 |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b><br>○○○○○○○○○   |
| ATHLETICS:   | 3               |   |
| <b>COMBAT:</b>   | 1               | LUCK: ○○○○○○  |
| <b>ENGINEERING:</b>  | 3               | MOVE: 3   |
| <b>PILOTING:</b>   | 0               | # OF HANDS: 2   |
| <b>SCIENCE:</b>  | 0               | TARGET #: 8   |
| <b>EQUIPMENT</b>   |                 |   |
| 👉 ToolKit: +1 on all repair and reconfigure actions<br>Armor: You suffers 1 less damage<br>Ion Bore: Deal 1d6 of damage, cumulative, per hit (max 6) |                 |   |
| SPECIAL ABILITY:   |                 | Engine Specialist   |
| You may reroll Pump Engine and Repair Engine skill dice 6 times: ○○○○○○  |                 |   |

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|  |               |               |   |
|--|---------------|---------------|---|
| <b>Gunthar</b>   |               |               |   |
| PROFESSION:  | <b>Marine</b> |               |   |
| SPECIES:   | Human         |               |   |
| ALIEN ABILITY:   | Willpower     |               |   |
| You may reroll both dice on any <b>Combat</b> skill check.   |               |               |   |
| SKILLS   |               | HIT POINTS:   |   |
| ATHLETICS:   | 2             | OOOOOOOO      |   |
| COMBAT:  | 3             | LUCK: OOOOOOO |   |
| ENGINEERING:   | 2             | MOVE:         | 3 |
| PILOTING:  | 1             | # OF HANDS:   | 2 |
| SCIENCE:   | 0             | TARGET #:     | 8 |
| EQUIPMENT  |               |               |   |
| Armor: Gunthar suffers 1 less damage<br>Toolkit: +1 on all repair and reconfiguration checks<br>Blast Rifle: 2d6 -1 Damage |               |               |   |
| SPECIAL ABILITY:   |               | Overloader    |   |
| Add Shields or Helm power to the guns for one shot, but dam. module, 1 Hull, and 1d6 to all in module: OOOO                |               |               |   |



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|  |                  |               |   |
|--|------------------|---------------|---|
| <b>Dr. Green</b>   |                  |               |   |
| PROFESSION:  | <b>Scientist</b> |               |   |
| SPECIES:   | Human            |               |   |
| ALIEN ABILITY:   | Willpower        |               |   |
| You may reroll both dice on any <b>Science</b> skill check.  |                  |               |   |
| SKILLS   |                  | HIT POINTS:   |   |
| ATHLETICS:   | 2                | OOOOOOOO      |   |
| COMBAT:  | 0                | LUCK: OOOOOOO |   |
| ENGINEERING:   | 0                | MOVE:         | 3 |
| PILOTING:  | 0                | # OF HANDS:   | 2 |
| SCIENCE:   | 4                | TARGET #:     | 8 |
| EQUIPMENT  |                  |               |   |
| MedKit: Science check vs. 8, heal 2* points per success<br>Armor: You suffer 1 less damage.<br>Blast Pistol: 2d6 -2 Damage |                  |               |   |
| SPECIAL ABILITY:   |                  | Healer        |   |
| Double all healing checks (*hence 2 points of healing per success).  |                  |               |   |



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|--|--------------|-------------------|---|
| <b>Aurora</b>  |              |                   |   |
| PROFESSION:  | <b>Pilot</b> |                   |   |
| SPECIES:   | Human        |                   |   |
| ALIEN ABILITY:   | Willpower    |                   |   |
| You may reroll both dice on any <b>Piloting</b> skill check.   |              |                   |   |
| SKILLS   |              | HIT POINTS:       |   |
| ATHLETICS:   | 2            | OOOOOOO           |   |
| COMBAT:  | 2            | LUCK: OOOOOOO     |   |
| ENGINEERING:   | 1            | MOVE:             | 3 |
| PILOTING:  | 3            | # OF HANDS:       | 2 |
| SCIENCE:   | 0            | TARGET #:         | 8 |
| EQUIPMENT  |              |                   |   |
| Toolkit: +1 on all repairs & reconfigurations<br>JetPack: Piloting check vs. 8 to jet once, 11 for full jet<br>Nerve Disruptor: 2d6-4 damage, target drops their stuff |              |                   |   |
| SPECIAL ABILITY:   |              | Ace Fighter Pilot |   |
| You get +1 on double or greater Fighter maneuvers  |              |                   |   |



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|   |                 |               |   |
|---|-----------------|---------------|---|
| <b>Fred Flange</b>  |                 |               |   |
| PROFESSION:   | <b>Engineer</b> |               |   |
| SPECIES:  | Human           |               |   |
| ALIEN ABILITY:  | Willpower       |               |   |
| You may reroll both dice on any <b>Engineering</b> skill check.   |                 |               |   |
| SKILLS  |                 | HIT POINTS:   |   |
| ATHLETICS:  | 2               | OOOOOOOO      |   |
| COMBAT:   | 0               | LUCK: OOOOOOO |   |
| ENGINEERING:  | 4               | MOVE:         | 3 |
| PILOTING:   | 0               | # OF HANDS:   | 2 |
| SCIENCE:  | 0               | TARGET #:     | 8 |
| EQUIPMENT   |                 |               |   |
| Toolkit: +1 on all repair and reconfigure actions<br>Armor: You suffer 1 less damage<br>Blast Pistol: 2d6 -2 Damage |                 |               |   |
| SPECIAL ABILITY:  |                 | Tricky        |   |
| You can dump trash, focus sensors or vent the plasma (see page 15, core book): OOOO                                 |                 |               |   |



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|   |               |                    |   |
|---|---------------|--------------------|---|
| <h2>Cube Root</h2>  |               |                    |   |
| PROFESSION:   | <b>Marine</b> |                    |   |
| SPECIES:  | Silicoid      |                    |   |
| ALIEN ABILITY:  | Rocky         |                    |   |
| You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks                |               |                    |   |
| <b>SKILLS</b>   |               | <b>HIT POINTS:</b> |   |
| ATHLETICS:  | 2             | OOOOOOOOOO         |   |
| COMBAT:   | 3             | LUCK: OOOOOO       |   |
| ENGINEERING:  | 2             | MOVE:              | 3 |
| PILOTING:   | 1             | # OF HANDS:        | 1 |
| SCIENCE:  | 0             | TARGET #:          | 7 |
| <b>EQUIPMENT</b>  |               |                    |   |
| ToolKit: +1 on all repair and reconfiguration checks<br>Blast Rifle: 2d6 -1 Damage                          |               |                    |   |
| SPECIAL ABILITY:  | Overloader    |                    |   |
| Add Shields or Helm power to the guns for one shot, but dam. module, 1 Hull, and 1d6 to all in module: OOOO |               |                    |   |



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|   |                  |                    |   |
|---|------------------|--------------------|---|
| <h2>Heptahedron</h2>  |                  |                    |   |
| PROFESSION:   | <b>Scientist</b> |                    |   |
| SPECIES:  | Silicoid         |                    |   |
| ALIEN ABILITY:  | Rocky            |                    |   |
| You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks          |                  |                    |   |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b> |   |
| ATHLETICS:  | 2                | OOOOOOOOOO         |   |
| COMBAT:   | 0                | LUCK: OOOOOO       |   |
| ENGINEERING:  | 0                | MOVE:              | 3 |
| PILOTING:   | 0                | # OF HANDS:        | 1 |
| SCIENCE:  | 4                | TARGET #:          | 7 |
| <b>EQUIPMENT</b>  |                  |                    |   |
| MedKit: <b>Science</b> check vs. 8, heal 1 point per success<br>Blast Pistol: 2d6 -2 Damage           |                  |                    |   |
| SPECIAL ABILITY:  | Insightful       |                    |   |
| If an answer to a Science Bay question is yes, you may immediately attempt a free follow-up question. |                  |                    |   |



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|   |              |                    |   |
|---|--------------|--------------------|---|
| <h2>Oblong</h2>   |              |                    |   |
| PROFESSION:   | <b>Pilot</b> |                    |   |
| SPECIES:  | Silicoid     |                    |   |
| ALIEN ABILITY:  | Rocky        |                    |   |
| You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks  |              |                    |   |
| <b>SKILLS</b>   |              | <b>HIT POINTS:</b> |   |
| ATHLETICS:  | 1            | OOOOOOOOOO         |   |
| COMBAT:   | 0            | LUCK: OOOOOO       |   |
| ENGINEERING:  | 1            | MOVE:              | 3 |
| PILOTING:   | 4            | # OF HANDS:        | 1 |
| SCIENCE:  | 0            | TARGET #:          | 7 |
| <b>EQUIPMENT</b>  |              |                    |   |
| ToolKit: +1 on all repairs & reconfigurations<br>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet<br>Blast Pistol: 2d6 -2 Damage |              |                    |   |
| SPECIAL ABILITY:  | Speed Demon  |                    |   |
| You can reroll <b>Piloting</b> skill checks during an acceleration or deceleration attempt: OOOOOOOO  |              |                    |   |



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|--|-----------------|--------------------|---|
| <h2>Hexadecimal</h2>   |                 |                    |   |
| PROFESSION:  | <b>Engineer</b> |                    |   |
| SPECIES:   | Silicoid        |                    |   |
| ALIEN ABILITY:   | Rocky           |                    |   |
| You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks |                 |                    |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b> |   |
| ATHLETICS:   | 1               | OOOOOOOOOO         |   |
| COMBAT:  | 0               | LUCK: OOOOOO       |   |
| ENGINEERING:   | 3               | MOVE:              | 3 |
| PILOTING:  | 0               | # OF HANDS:        | 1 |
| SCIENCE:   | 3               | TARGET #:          | 7 |
| <b>EQUIPMENT</b>   |                 |                    |   |
| ToolKit: +1 on all repair and reconfigure actions<br>Blast Pistol: 2d6 -2 Damage             |                 |                    |   |
| SPECIAL ABILITY:   | Resourceful     |                    |   |
| You can use your <b>Engineering</b> skill for any other skill 3 times: OOO                   |                 |                    |   |




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|   |                 |  |
|---|-----------------|--|
| <h1>Shard</h1>  |                 |  |
| PROFESSION:   | <b>Marine</b>   |  |
| SPECIES:  | <b>Silicoid</b> |  |
| ALIEN ABILITY:  | <b>Rocky</b>    |  |
| <p>You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks</p>   |                 |  |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b>   |
| ATHLETICS:  | 2               | OOOOOOOOOO   |
| COMBAT:   | 4               | LUCK: OOOOOO   |
| ENGINEERING:  | 0               | MOVE: 3  |
| PILOTING:   | 0               | # OF HANDS: 1  |
| SCIENCE:  | 0               | TARGET #: 7  |
| <b>EQUIPMENT</b>  |                 |  |
| <p>ToolKit: +1 on all repair and reconfiguration checks<br/>           Energy Blade: 3d6-3 damage, but doubles on skill check hurts you! 1 in 6 chance of damaging module</p> |                 |  |
| SPECIAL ABILITY:  |                 | <b>Shock Trooper</b>   |
| <p>At the end of any Move action, you may go on overwatch to attack with a personal weapon 4 times: OOOO</p>  |                 |  |


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|  |                  |  |
|--|------------------|--|
| <h1>Geode</h1>   |                  |  |
| PROFESSION:  | <b>Scientist</b> |  |
| SPECIES:   | <b>Silicoid</b>  |  |
| ALIEN ABILITY:   | <b>Rocky</b>     |  |
| <p>You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks</p>  |                  |  |
| <b>SKILLS</b>  |                  | <b>HIT POINTS:</b>   |
| ATHLETICS:   | 1                | OOOOOOOOOO   |
| COMBAT:  | 0                | LUCK: OOOOOO   |
| ENGINEERING:   | 2                | MOVE: 3  |
| PILOTING:  | 2                | # OF HANDS: 1  |
| SCIENCE:   | 3                | TARGET #: 7  |
| <b>EQUIPMENT</b>   |                  |  |
| <p>MedKit: <b>Science</b> check vs. 8, heal 1 point per success<br/>           Blast Pistol: 2d6 -2 Damage<br/>           Wrist Computer: +1 on hacks, &amp; yes or no question device</p> |                  |  |
| SPECIAL ABILITY:   |                  | <b>Patient</b>   |
| <p>You may spend up to your skill level in phases preparing to take an action at +1 / phase.</p>   |                  |  |


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|--|-----------------|---|
| <h1>Jut</h1>   |                 |  |
| PROFESSION:  | <b>Pilot</b>    |   |
| SPECIES:   | <b>Silicoid</b> |   |
| ALIEN ABILITY:   | <b>Rocky</b>    |   |
| <p>You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks</p>  |                 |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b>  |
| ATHLETICS:   | 1               | OOOOOOOOOO  |
| COMBAT:  | 0               | LUCK: OOOOOO  |
| ENGINEERING:   | 3               | MOVE: 3   |
| PILOTING:  | 3               | # OF HANDS: 1   |
| SCIENCE:   | 0               | TARGET #: 7   |
| <b>EQUIPMENT</b>   |                 |   |
| <p>ToolKit: +1 on all repairs &amp; reconfigurations<br/>           JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet<br/>           VibraKnife: 1d6 damage, ignores all damage reduction!</p> |                 |   |
| SPECIAL ABILITY:   |                 | <b>Wild Flyer</b>   |
| <p>Once per phase you may reroll a <b>Piloting</b> skill die, but this causes 1d6 of OOC!</p>  |                 |   |


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| <h1>Slab</h1>   |                 |  |
| PROFESSION:   | <b>Engineer</b> |   |
| SPECIES:  | <b>Silicoid</b> |   |
| ALIEN ABILITY:  | <b>Rocky</b>    |   |
| <p>You are sturdy and reduce all incoming damage by 1d6, also +1 damage with non-ranged attacks</p> |                 |   |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b>  |
| ATHLETICS:  | 2               | OOOOOOOOOO  |
| COMBAT:   | 0               | LUCK: OOOOOO  |
| ENGINEERING:  | 4               | MOVE: 3   |
| PILOTING:   | 0               | # OF HANDS: 1   |
| SCIENCE:  | 0               | TARGET #: 7   |
| <b>EQUIPMENT</b>  |                 |   |
| <p>ToolKit: +1 on all repair and reconfigure actions<br/>           Blast Pistol: 2d6 -2 Damage</p> |                 |   |
| SPECIAL ABILITY:  |                 | <b>Jury Rigger</b>  |
| <p>You can operate a broken or slagged module at -3, but all in the module take 1d6 of damage.</p>  |                 |   |


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|--|------------------|--|
| <b>Mercifulkiller</b>  |                  |  |
| PROFESSION:  | <b>Marine</b>    |  |
| SPECIES:   | <b>Tentac</b>    |  |
| ALIEN ABILITY:   | <b>Resilient</b> |  |
| When you are damaged you may choose to reroll as many of the damage dice as you like.  |                  |  |
| <b>SKILLS</b>  |                  | <b>HIT POINTS:</b>   |
| ATHLETICS:   | 3                | OOOOOOOOOO   |
| <b>COMBAT:</b>   | 3                | LUCK: OOOOOOO  |
| <b>ENGINEERING:</b>  | 0                | MOVE: 4  |
| <b>PILOTING:</b>   | 1                | # OF HANDS: ∞  |
| <b>SCIENCE:</b>  | 0                | TARGET #: 10   |
| <b>EQUIPMENT</b>   |                  |  |
| <ul style="list-style-type: none"> <li>Needle Pistol Suscepto: affected gets -3 on Ath checks</li> <li>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet</li> <li>Shield: +1 to your Target #</li> </ul> |                  |  |
| SPECIAL ABILITY:   |                  | <b>Death Striker</b>   |
| Target must make an Athletics check vs. 8 or die when you make an unarmed melée attack on them.  |                  |  |


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|   |                  |  |
|---|------------------|--|
| <b>Absolute Zero</b>  |                  |  |
| PROFESSION:   | <b>Scientist</b> |  |
| SPECIES:  | <b>Tentac</b>    |  |
| ALIEN ABILITY:  | <b>Resilient</b> |  |
| When you are damaged you may choose to reroll as many of the damage dice as you like.   |                  |  |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b>   |
| ATHLETICS:  | 2                | OOOOOOOOOO   |
| <b>COMBAT:</b>  | 2                | LUCK: OOOOOOO  |
| <b>ENGINEERING:</b>   | 0                | MOVE: 4  |
| <b>PILOTING:</b>  | 1                | # OF HANDS: ∞  |
| <b>SCIENCE:</b>   | 3                | TARGET #: 9  |
| <b>EQUIPMENT</b>  |                  |  |
| <ul style="list-style-type: none"> <li>MedKit: <b>Science</b> check vs. 8, heal 1 point per success</li> <li>Disintegrator: Athletics check vs. 8 or disintegrated</li> <li>Needle Pistol Suscepto: affected gets -3 on Ath checks</li> </ul> |                  |  |
| SPECIAL ABILITY:  |                  | <b>Nimble</b>  |
| You may take one additional action in a phase at -3, 4 times: OOOO  |                  |  |


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|   |                  |   |
|---|------------------|---|
| <b>Unfunny Comedian</b>   |                  |  |
| PROFESSION:   | <b>Pilot</b>     |   |
| SPECIES:  | <b>Tentac</b>    |   |
| ALIEN ABILITY:  | <b>Resilient</b> |   |
| When you are damaged you may choose to reroll as many of the damage dice as you like.   |                  |   |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b>  |
| ATHLETICS:  | 1                | OOOOOOOO  |
| <b>COMBAT:</b>  | 0                | LUCK: OOOOOOO   |
| <b>ENGINEERING:</b>   | 3                | MOVE: 4   |
| <b>PILOTING:</b>  | 3                | # OF HANDS: ∞   |
| <b>SCIENCE:</b>   | 0                | TARGET #: 9   |
| <b>EQUIPMENT</b>  |                  |   |
| <ul style="list-style-type: none"> <li>ToolKit: +1 on all repairs &amp; reconfigurations</li> <li>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet</li> <li>Blast Pistol: 2d6 -2 Damage</li> </ul> |                  |   |
| SPECIAL ABILITY:  |                  | <b>Tricky</b>   |
| You can <u>Dump Trash</u> , <u>Focus Sensors</u> or <u>Vent Plasma</u> 3 times (refer to page 15 for effects) OOO   |                  |   |

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|   |                  |   |
|---|------------------|---|
| <b>Perfect Mishap</b>   |                  |  |
| PROFESSION:   | <b>Engineer</b>  |   |
| SPECIES:  | <b>Tentac</b>    |   |
| ALIEN ABILITY:  | <b>Resilient</b> |   |
| When you are damaged you may choose to reroll as many of the damage dice as you like.   |                  |   |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b>  |
| ATHLETICS:  | 3                | OOOOOOOOOO  |
| <b>COMBAT:</b>  | 1                | LUCK: OOOOOOO   |
| <b>ENGINEERING:</b>   | 3                | MOVE: 4   |
| <b>PILOTING:</b>  | 0                | # OF HANDS: ∞   |
| <b>SCIENCE:</b>   | 0                | TARGET #: 11  |
| <b>EQUIPMENT</b>  |                  |   |
| <ul style="list-style-type: none"> <li>ToolKit: +1 on all repair and reconfigure actions</li> <li>Shield: +1 to your Target #</li> <li>Blast Pistol: 2d6 -2 Damage</li> </ul> |                  |   |
| SPECIAL ABILITY:  |                  | <b>Agile</b>  |
| You have +1 added to your Target #.   |                  |   |

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|  |               |              |    |
|--|---------------|--------------|----|
| <b>Rabbitsfoot</b>   |               |              |    |
| PROFESSION:  | <b>Marine</b> |              |    |
| SPECIES:   | Tentac        |              |    |
| ALIEN ABILITY:   | Resilient     |              |    |
| When you are damaged you may choose to reroll as many of the damage dice as you like.  |               |              |    |
| SKILLS   |               | HIT POINTS:  |    |
| ATHLETICS:   | 2             | OOOOOOOO     |    |
| COMBAT:  | 2             | LUCK: OOOOOO |    |
| ENGINEERING:   | 2             | MOVE:        | 4  |
| PILOTING:  | 1             | # OF HANDS:  | ∞  |
| SCIENCE:   | 2             | TARGET #:    | 10 |
| EQUIPMENT  |               |              |    |
| ☞Energy Blade: 3d6 -3 mēlée weapon, but doubles on the attack roll damage you, too! Roll your damage separately.<br>☞Shield: +1 to your Target # |               |              |    |
| SPECIAL ABILITY:   |               | Lucky        |    |
| You have 3 additional Luck points: OOO   |               |              |    |



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|   |                  |               |   |
|---|------------------|---------------|---|
| <b>Normal Deviant</b>   |                  |               |   |
| PROFESSION:   | <b>Scientist</b> |               |   |
| SPECIES:  | Tentac           |               |   |
| ALIEN ABILITY:  | Resilient        |               |   |
| When you are damaged you may choose to reroll as many of the damage dice as you like.                     |                  |               |   |
| SKILLS  |                  | HIT POINTS:   |   |
| ATHLETICS:  | 2                | OOOOOOOO      |   |
| COMBAT:   | 3                | LUCK: OOOOOO  |   |
| ENGINEERING:  | 0                | MOVE:         | 4 |
| PILOTING:   | 1                | # OF HANDS:   | ∞ |
| SCIENCE:  | 2                | TARGET #:     | 9 |
| EQUIPMENT   |                  |               |   |
| ☞MedKit: Science check vs. 8, heal 1 point per success<br>☞Voltrex: Shoot up to 3 bolts, -1 for each bolt |                  |               |   |
| SPECIAL ABILITY:  |                  | Dirty Fighter |   |
| Anyone you damage personally is at a penalty of -3 (non-cumulative) on all actions until fully healed.    |                  |               |   |



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|   |              |              |   |
|---|--------------|--------------|---|
| <b>Bootleg</b>  |              |              |   |
| PROFESSION:   | <b>Pilot</b> |              |   |
| SPECIES:  | Tentac       |              |   |
| ALIEN ABILITY:  | Resilient    |              |   |
| When you are damaged you may choose to reroll as many of the damage dice as you like.       |              |              |   |
| SKILLS  |              | HIT POINTS:  |   |
| ATHLETICS:  | 1            | OOOOOOOO     |   |
| COMBAT:   | 1            | LUCK: OOOOOO |   |
| ENGINEERING:  | 0            | MOVE:        | 4 |
| PILOTING:   | 4            | # OF HANDS:  | ∞ |
| SCIENCE:  | 0            | TARGET #:    | 9 |
| EQUIPMENT   |              |              |   |
| ☞ToolKit: +1 on all repairs & reconfigurations<br>☞Blast Pistol: 2d6 -2 Damage              |              |              |   |
| SPECIAL ABILITY:  |              | Power Slider |   |
| You may combine a turn and acceleration (or deceleration) action into one, at +3 difficulty |              |              |   |



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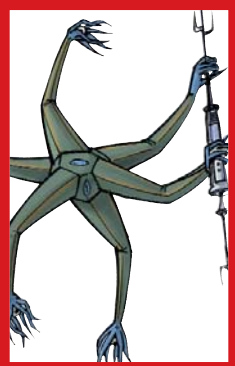
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|---|-----------------|---------------|---|
| <b>Odorless Aroma</b>   |                 |               |   |
| PROFESSION:   | <b>Engineer</b> |               |   |
| SPECIES:  | Tentac          |               |   |
| ALIEN ABILITY:  | Resilient       |               |   |
| When you are damaged you may choose to reroll as many of the damage dice as you like. |                 |               |   |
| SKILLS  |                 | HIT POINTS:   |   |
| ATHLETICS:  | 3               | OOOOOOOOOO    |   |
| COMBAT:   | 1               | LUCK: OOOOOO  |   |
| ENGINEERING:  | 3               | MOVE:         | 4 |
| PILOTING:   | 0               | # OF HANDS:   | ∞ |
| SCIENCE:  | 0               | TARGET #:     | 9 |
| EQUIPMENT   |                 |               |   |
| ☞ToolKit: +1 on all repair and reconfigure actions<br>☞Blast Pistol: 2d6 -2 Damage    |                 |               |   |
| SPECIAL ABILITY:  |                 | Death Marcher |   |
| You may continue to act (at a penalty of -3) until dead at negative hit points.       |                 |               |   |

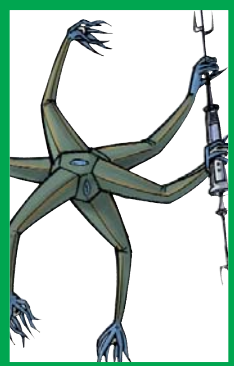


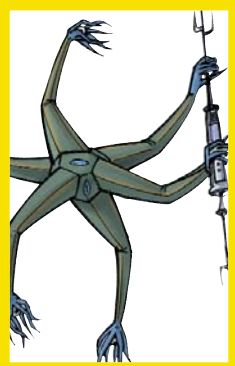
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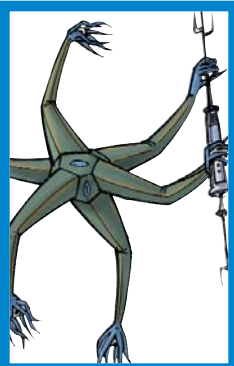


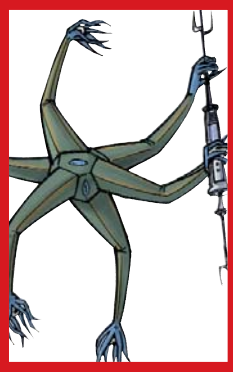


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|---|---------------|--|
| <h2>Xylocks</h2>  |               |  |
| PROFESSION:   | <b>Marine</b> |  |
| SPECIES:  | Xeloxian      |  |
| ALIEN ABILITY:  | Fistwalk      |  |
| Add +1 to melée weapon damage and every hand that's empty adds +1 to your movement.   |               |  |
| <b>SKILLS</b>   |               | <b>HIT POINTS:</b>   |
| ATHLETICS:  | 3             | OOOOOOOO   |
| COMBAT:   | 2             | LUCK: OOOOOO   |
| ENGINEERING:  | 2             | MOVE: 0-6  |
| PILOTING:   | 0             | # OF HANDS: 6-0  |
| SCIENCE:  | 1             | TARGET #: 8  |
| <b>EQUIPMENT</b>  |               |  |
| <ul style="list-style-type: none"> <li>♥Armor: Reduce all incoming damage by 1</li> <li>♥Energy Blade: 3d6 -3 Damage, and you have a 1 in 6 chance of damaging a module you occupy if you wish</li> </ul> |               |  |
| SPECIAL ABILITY:  |               | Energy Swordsman   |
| You cannot hurt yourself with your energy blade, and you may cancel the module damage   |               |  |
| <a href="http://www.battlestations.info">www.battlestations.info</a>  |               |  |

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|--|------------------|--|
| <h2>Dr. Sicks</h2>   |                  |  |
| PROFESSION:  | <b>Scientist</b> |  |
| SPECIES:   | Xeloxian         |  |
| ALIEN ABILITY:   | Fistwalk         |  |
| Add +1 to melée weapon damage and every hand that's empty adds +1 to your movement.  |                  |  |
| <b>SKILLS</b>  |                  | <b>HIT POINTS:</b>   |
| ATHLETICS:   | 1                | OOOOOO   |
| COMBAT:  | 0                | LUCK: OOOOOO   |
| ENGINEERING:   | 3                | MOVE: 0-6  |
| PILOTING:  | 0                | # OF HANDS: 6-0  |
| SCIENCE:   | 3                | TARGET #: 8  |
| <b>EQUIPMENT</b>   |                  |  |
| <ul style="list-style-type: none"> <li>♥MedKit: <b>Science</b> check vs. 8, heal 1 point per success</li> <li>♥Blast Pistol: 2d6 -2 damage</li> <li>♥Wrist Computer</li> </ul> |                  |  |
| SPECIAL ABILITY:   |                  | Surgeon  |
| Heal 3d6 on willing or unconscious subject, but deal 2d6 of damage instead if patient isn't fully healed.  |                  |  |
| <a href="http://www.battlestations.info">www.battlestations.info</a>   |                  |  |

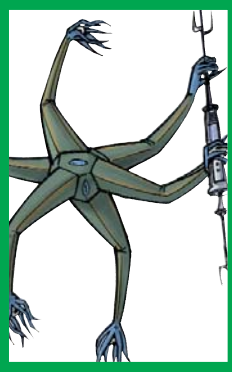
|   |              |   |
|---|--------------|---|
| <h2>Hex</h2>  |              |  |
| PROFESSION:   | <b>Pilot</b> |   |
| SPECIES:  | Xeloxian     |   |
| ALIEN ABILITY:  | Fistwalk     |   |
| Add +1 to melée weapon damage and every hand that's empty adds +1 to your movement.   |              |   |
| <b>SKILLS</b>   |              | <b>HIT POINTS:</b>  |
| ATHLETICS:  | 2            | OOOOOOO   |
| COMBAT:   | 1            | LUCK: OOOOOO  |
| ENGINEERING:  | 2            | MOVE: 0-6   |
| PILOTING:   | 3            | # OF HANDS: 6-0   |
| SCIENCE:  | 0            | TARGET #: 8   |
| <b>EQUIPMENT</b>  |              |   |
| <ul style="list-style-type: none"> <li>♥ToolKit: +1 on all repairs &amp; reconfigurations</li> <li>♥Blast Pistol: 2d6 -2 Damage</li> <li>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet</li> </ul> |              |   |
| SPECIAL ABILITY:  |              | Fortunate   |
| You may spend 2 Luck to nudge one of your skill check results up by 1.  |              |   |
| <a href="http://www.battlestations.info">www.battlestations.info</a>  |              |   |

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|--|-----------------|---|
| <h2>Twixt 5 and 7</h2>   |                 |  |
| PROFESSION:  | <b>Engineer</b> |   |
| SPECIES:   | Xeloxian        |   |
| ALIEN ABILITY:   | Fistwalk        |   |
| Add +1 to melée weapon damage and every hand that's empty adds +1 to your movement.  |                 |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b>  |
| ATHLETICS:   | 2               | OOOOOOO   |
| COMBAT:  | 0               | LUCK: OOOOOO  |
| ENGINEERING:   | 4               | MOVE: 0-6   |
| PILOTING:  | 0               | # OF HANDS: 6-0   |
| SCIENCE:   | 0               | TARGET #: 8   |
| <b>EQUIPMENT</b>   |                 |   |
| <ul style="list-style-type: none"> <li>♥ToolKit: +1 on all repair and reconfigure actions</li> <li>♥Blast Pistol: 2d6 -2 Damage</li> <li>Armor: Reduce all incoming damage by 1</li> </ul> |                 |   |
| SPECIAL ABILITY:   |                 | Unsinkable  |
| You have 6 bonus rerolls to keep a ship you're on from blowing up: OOOOOO  |                 |   |
| <a href="http://www.battlestations.info">www.battlestations.info</a>   |                 |   |

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|--|-----------------|--------------------|-----|--|
| <b>Xsix</b>  |                 |                    |     |  |
| PROFESSION:  | <b>Marine</b>   |                    |     |  |
| SPECIES:   | <b>Xeloxian</b> |                    |     |  |
| ALIEN ABILITY:   | <b>Fistwalk</b> |                    |     |  |
| Add +1 to <i>melee</i> weapon damage and every hand that's empty adds +1 to your movement.   |                 |                    |     |  |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b> |     |  |
| ATHLETICS:   | 2               | OOOOOOOO           |     |  |
| COMBAT:  | 4               | LUCK: OOOOOOO      |     |  |
| ENGINEERING:   | 0               | MOVE:              | 0-6 |  |
| PILOTING:  | 0               | # OF HANDS:        | 6-0 |  |
| SCIENCE:   | 0               | TARGET #:          | 8   |  |
| <b>EQUIPMENT</b>   |                 |                    |     |  |
| <p>👉 Voltrex: Up to 4 attacks in a phase, but each attack is at -1 per attack. Up to 6 attacks if you're injured. Any doubles breaks the Voltrex. Pro reroll only on 1st attack.</p> |                 |                    |     |  |
| SPECIAL ABILITY:   |                 | <b>Enraged</b>     |     |  |
| If you're injured, add +2 to your <b>Combat</b> skill for the rest of the Round.   |                 |                    |     |  |

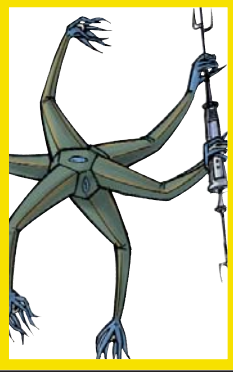
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|  |                  |                           |     |  |
|--|------------------|---------------------------|-----|--|
| <b>Xcisor</b>  |                  |                           |     |  |
| PROFESSION:  | <b>Scientist</b> |                           |     |  |
| SPECIES:   | <b>Xeloxian</b>  |                           |     |  |
| ALIEN ABILITY:   | <b>Fistwalk</b>  |                           |     |  |
| Add +1 to <i>melee</i> weapon damage and every hand that's empty adds +1 to your movement.   |                  |                           |     |  |
| <b>SKILLS</b>  |                  | <b>HIT POINTS:</b>        |     |  |
| ATHLETICS:   | 3                | OOOOOOOOO                 |     |  |
| COMBAT:  | 0                | LUCK: OOOOOOO             |     |  |
| ENGINEERING:   | 1                | MOVE:                     | 0-6 |  |
| PILOTING:  | 0                | # OF HANDS:               | 6-0 |  |
| SCIENCE:   | 3                | TARGET #:                 | 8   |  |
| <b>EQUIPMENT</b>   |                  |                           |     |  |
| <p>👉 MedKit: <b>Science</b> check vs. 8, heal 1 point per success</p> <p>👉 Blast Pistol: 2d6 -2 damage, 👉 Wrist Computer</p> <p>👉 Armor: Reduce all incoming damage by 1</p> |                  |                           |     |  |
| SPECIAL ABILITY:   |                  | <b>Boarding Combatant</b> |     |  |
| You may reroll all personal damage dice against modules.   |                  |                           |     |  |

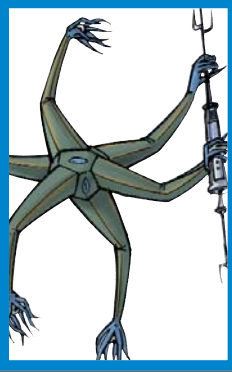
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|---|-----------------|--------------------|-----|---|
| <b>Pilot X</b>  |                 |                    |     |  |
| PROFESSION:   | <b>Pilot</b>    |                    |     |   |
| SPECIES:  | <b>Xeloxian</b> |                    |     |   |
| ALIEN ABILITY:  | <b>Fistwalk</b> |                    |     |   |
| Add +1 to <i>melee</i> weapon damage and every hand that's empty adds +1 to your movement.  |                 |                    |     |   |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b> |     |   |
| ATHLETICS:  | 3               | OOOOOOOOO          |     |   |
| COMBAT:   | 0               | LUCK: OOOOOOO      |     |   |
| ENGINEERING:  | 1               | MOVE:              | 0-6 |   |
| PILOTING:   | 3               | # OF HANDS:        | 6-0 |   |
| SCIENCE:  | 0               | TARGET #:          | 8   |   |
| <b>EQUIPMENT</b>  |                 |                    |     |   |
| <p>👉 Armor: Reduce all incoming damage by 1</p> <p>👉 Blast Pistol: 2d6 -2 Damage</p> <p>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet</p> |                 |                    |     |   |
| SPECIAL ABILITY:  |                 | <b>Braced</b>      |     |   |
| You may reroll all incoming indirect damage dice.   |                 |                    |     |   |


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| <b>Xelo</b>  |                 |                    |     |  |
| PROFESSION:  | <b>Engineer</b> |                    |     |   |
| SPECIES:   | <b>Xeloxian</b> |                    |     |   |
| ALIEN ABILITY:   | <b>Fistwalk</b> |                    |     |   |
| Add +1 to <i>melee</i> weapon damage and every hand that's empty adds +1 to your movement.   |                 |                    |     |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b> |     |   |
| ATHLETICS:   | 2               | OOOOOOOO           |     |   |
| COMBAT:  | 2               | LUCK: OOOOOOO      |     |   |
| ENGINEERING:   | 3               | MOVE:              | 0-6 |   |
| PILOTING:  | 0               | # OF HANDS:        | 6-0 |   |
| SCIENCE:   | 1               | TARGET #:          | 8   |   |
| <b>EQUIPMENT</b>   |                 |                    |     |   |
| <p>👉 ToolKit: +1 on all repair and reconfigure actions</p> <p>👉 Nerve Disruptor: 2d6 -4, if target takes any damage, the target drops all equipment.</p> |                 |                    |     |   |
| SPECIAL ABILITY:   |                 | <b>Cautious</b>    |     |   |
| While popping or peeking, you may reroll a single die from each attack made on you.  |                 |                    |     |   |


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| <b>B'grg</b>   |                 |  |
| PROFESSION:  | <b>Marine</b>   |  |
| SPECIES:   | <b>Zoallan</b>  |  |
| ALIEN ABILITY:   | <b>Carapace</b> |  |
| Reduce all incoming damage by 2  |                 |  |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b><br>OOOOOOO  |
| ATHLETICS:   | 3               | LUCK: OOOOOO   |
| COMBAT:  | 3               | MOVE: 5  |
| ENGINEERING:   | 0               | # OF HANDS: 3  |
| PILOTING:  | 0               | TARGET #: 10   |
| SCIENCE:   | 1               |  |
| <b>EQUIPMENT</b>   |                 |  |
| ♣Energy Blade: 3d6 -3 melée weapon, but doubles on the attack roll damage you, too! Roll your damage separately.<br>♣Shield: +1 to your Target # |                 |  |
| SPECIAL ABILITY:   |                 | <b>Energyblade Deflector</b>   |
| Make a Combat check vs. 8 (+1 per previous usage) to deflect an attack: OOOOOOOO   |                 |  |


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|   |                  |  |
|---|------------------|--|
| <b>Bgrbkr</b>   |                  |  |
| PROFESSION:   | <b>Scientist</b> |  |
| SPECIES:  | <b>Zoallan</b>   |  |
| ALIEN ABILITY:  | <b>Carapace</b>  |  |
| Reduce all incoming damage by 2   |                  |  |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b><br>OOOOO  |
| ATHLETICS:  | 1                | LUCK: OOOOOO   |
| COMBAT:   | 0                | MOVE: 5  |
| ENGINEERING:  | 3                | # OF HANDS: 3  |
| PILOTING:   | 0                | TARGET #: 9  |
| SCIENCE:  | 3                |  |
| <b>EQUIPMENT</b>  |                  |  |
| ♣MedKit: <b>Science</b> check vs. 8, heal 1 point per success<br>♣Blast Pistol: 2d6 -2 damage           |                  |  |
| SPECIAL ABILITY:  |                  | <b>Patient</b>   |
| You can prepare for up to 3 phases in <b>Eng</b> or <b>Sci</b> , for a total of +3 to your skill check. |                  |  |


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| <b>Shnarg</b>   |                 |  |
| PROFESSION:   | <b>Pilot</b>    |   |
| SPECIES:  | <b>Zoallan</b>  |   |
| ALIEN ABILITY:  | <b>Carapace</b> |   |
| Reduce all incoming damage by 2   |                 |   |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b><br>OOOOOO  |
| ATHLETICS:  | 2               | LUCK: OOOOOO  |
| COMBAT:   | 1               | MOVE: 5   |
| ENGINEERING:  | 2               | # OF HANDS: 3   |
| PILOTING:   | 3               | TARGET #: 9   |
| SCIENCE:  | 0               |   |
| <b>EQUIPMENT</b>  |                 |   |
| ♣ToolKit: +1 on all repairs & reconfigurations<br>♣Blast Pistol: 2d6 -2 Damage<br>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet |                 |   |
| SPECIAL ABILITY:  |                 | <b>Spacelegs</b>  |
| Due to your familiarity with space travel, ignore two levels of OOC   |                 |   |


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|   |                 |   |
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| <b>Brtgld</b>   |                 |  |
| PROFESSION:   | <b>Engineer</b> |   |
| SPECIES:  | <b>Zoallan</b>  |   |
| ALIEN ABILITY:  | <b>Carapace</b> |   |
| Reduce all incoming damage by 2   |                 |   |
| <b>SKILLS</b>   |                 | <b>HIT POINTS:</b><br>OOOOOO  |
| ATHLETICS:  | 2               | LUCK: OOOOOO  |
| COMBAT:   | 1               | MOVE: 5   |
| ENGINEERING:  | 3               | # OF HANDS: 3   |
| PILOTING:   | 2               | TARGET #: 9   |
| SCIENCE:  | 0               |   |
| <b>EQUIPMENT</b>  |                 |   |
| ♣ToolKit: +1 on all repair and reconfigure actions<br>♣Blast Pistol: 2d6 -2 Damage<br>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet |                 |   |
| SPECIAL ABILITY:  |                 | <b>Ace Engineer</b>   |
| Add +1 to a Pump Engine action if you're going for 2 or more power.   |                 |   |


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|--|---------------|--|
| <h1>Grzzrg</h1>  |               |  |
| PROFESSION:  | <b>Marine</b> |  |
| SPECIES:   | Zoallan       |  |
| ALIEN ABILITY:   | Carapace      |  |
| Reduce all incoming damage by 2 points.  |               |  |
| <b>SKILLS</b>  |               | <b>HIT POINTS:</b><br>OOOOOO   |
| ATHLETICS:   | 2             | LUCK: OOOOOO   |
| <b>COMBAT:</b>   | 3             | MOVE: 5  |
| <b>ENGINEERING:</b>  | 2             | # OF HANDS: 3  |
| <b>PILOTING:</b>   | 1             | TARGET #: 9  |
| <b>SCIENCE:</b>  | 0             |  |
| <b>EQUIPMENT</b>   |               |  |
| 🛠️ ToolKit: Add +1 when you're repairing or reconfiguring<br>🗡️ Laser Rifle: 1d6 Damage, but armor doesn't reduce! (+1 on to-hit skill check, too) |               |  |
| SPECIAL ABILITY:   |               | Missile Expert   |
| Launch a second missile from a bay, <b>Combat</b> skill vs. 14 (failure detonates in bay!): OOOOOO   |               |  |


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|   |                  |  |
|---|------------------|--|
| <h1>Dr. Zrgl</h1>   |                  |  |
| PROFESSION:   | <b>Scientist</b> |  |
| SPECIES:  | Zoallan          |  |
| ALIEN ABILITY:  | Carapace         |  |
| Reduce all incoming damage by 2 points.   |                  |  |
| <b>SKILLS</b>   |                  | <b>HIT POINTS:</b><br>OOOOOO   |
| ATHLETICS:  | 2                | LUCK: OOOOOO   |
| <b>COMBAT:</b>  | 0                | MOVE: 5  |
| <b>ENGINEERING:</b>   | 1                | # OF HANDS: 3  |
| <b>PILOTING:</b>  | 2                | TARGET #: 9  |
| <b>SCIENCE:</b>   | 3                |  |
| <b>EQUIPMENT</b>  |                  |  |
| 🛠️ MedKit: <b>Science</b> check vs. 8, heal 1 point per success<br>🗡️ Blast Pistol: 2d6 -2 damage<br>Wrist Computer: Always equiped, ask yes/no questions |                  |  |
| SPECIAL ABILITY:  |                  | Doctor   |
| You may reroll your healing <b>Science</b> skill check dice 6 times: OOOOOO   |                  |  |


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| <h1>Hrlrglrg</h1>   |              |  |
| PROFESSION:   | <b>Pilot</b> |   |
| SPECIES:  | Zoallan      |   |
| ALIEN ABILITY:  | Carapace     |   |
| Reduce all incoming damage by 2 points.   |              |   |
| <b>SKILLS</b>   |              | <b>HIT POINTS:</b><br>OOOOOO  |
| ATHLETICS:  | 2            | LUCK: OOOOOO  |
| <b>COMBAT:</b>  | 1            | MOVE: 5   |
| <b>ENGINEERING:</b>   | 2            | # OF HANDS: 3   |
| <b>PILOTING:</b>  | 3            | TARGET #: 9   |
| <b>SCIENCE:</b>   | 0            |   |
| <b>EQUIPMENT</b>  |              |   |
| 🛠️ ToolKit: +1 on all repairs & reconfigurations<br>🗡️ Blast Pistol: 2d6 -2 Damage<br>JetPack: <b>Piloting</b> check vs. 8 to jet once, 11 for full jet |              |   |
| SPECIAL ABILITY:  |              | Ace Starship Pilot  |
| Add +1 to your skill check when attempting a double or greater maneuver.  |              |   |

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| <h1>Joe</h1>   |                 |  |
| PROFESSION:  | <b>Engineer</b> |   |
| SPECIES:   | Zoallan         |   |
| ALIEN ABILITY:   | Carapace        |   |
| Reduce all incoming damage by 2 points.  |                 |   |
| <b>SKILLS</b>  |                 | <b>HIT POINTS:</b><br>OOOOOO  |
| ATHLETICS:   | 2               | LUCK: OOOOOO  |
| <b>COMBAT:</b>   | 1               | MOVE: 5   |
| <b>ENGINEERING:</b>  | 3               | # OF HANDS: 3   |
| <b>PILOTING:</b>   | 2               | TARGET #: 9   |
| <b>SCIENCE:</b>  | 0               |   |
| <b>EQUIPMENT</b>   |                 |   |
| 🛠️ ToolKit: +1 on all repair and reconfigure actions<br>🗡️ Blast Pistol: 2d6 -2 Damage |                 |   |
| SPECIAL ABILITY:   |                 | Tractor Specialist  |
| You may reroll skill check dice when operating the Tractor Bay: OOOOOO                 |                 |   |

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| PROFESSION:         |  |                    |
| SPECIES:            |  |                    |
| ALIEN ABILITY:      |  |                    |
|                     |  |                    |
| <b>SKILLS</b>       |  | <b>HIT POINTS:</b> |
| ATHLETICS:          |  |                    |
| <b>COMBAT:</b>      |  | LUCK: OOOOOO       |
| <b>ENGINEERING:</b> |  | MOVE:              |
| <b>PILOTING:</b>    |  | # OF HANDS:        |
| <b>SCIENCE:</b>     |  | TARGET #:          |
| <b>EQUIPMENT</b>    |  |                    |
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| SPECIAL ABILITY:    |  |                    |
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| PROFESSION:         |  |                    |
| SPECIES:            |  |                    |
| ALIEN ABILITY:      |  |                    |
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| <b>SKILLS</b>       |  | <b>HIT POINTS:</b> |
| ATHLETICS:          |  |                    |
| <b>COMBAT:</b>      |  | LUCK: OOOOOO       |
| <b>ENGINEERING:</b> |  | MOVE:              |
| <b>PILOTING:</b>    |  | # OF HANDS:        |
| <b>SCIENCE:</b>     |  | TARGET #:          |
| <b>EQUIPMENT</b>    |  |                    |
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| SPECIAL ABILITY:    |  |                    |
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| PROFESSION:         |  |                    |
| SPECIES:            |  |                    |
| ALIEN ABILITY:      |  |                    |
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| <b>SKILLS</b>       |  | <b>HIT POINTS:</b> |
| ATHLETICS:          |  |                    |
| <b>COMBAT:</b>      |  | LUCK:              |
| <b>ENGINEERING:</b> |  | MOVE:              |
| <b>PILOTING:</b>    |  | # OF HANDS:        |
| <b>SCIENCE:</b>     |  | TARGET #:          |
| <b>EQUIPMENT</b>    |  |                    |
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| SPECIAL ABILITY:    |  |                    |
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| PROFESSION:         |  |                    |
| SPECIES:            |  |                    |
| ALIEN ABILITY:      |  |                    |
|                     |  |                    |
| <b>SKILLS</b>       |  | <b>HIT POINTS:</b> |
| ATHLETICS:          |  |                    |
| <b>COMBAT:</b>      |  | LUCK: OOOOOO       |
| <b>ENGINEERING:</b> |  | MOVE:              |
| <b>PILOTING:</b>    |  | # OF HANDS:        |
| <b>SCIENCE:</b>     |  | TARGET #:          |
| <b>EQUIPMENT</b>    |  |                    |
|                     |  |                    |
| SPECIAL ABILITY:    |  |                    |
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