

Xaex

Ensign (Rank 1)



Stats

Target #: 8

Base Hit Points: 4

of Hands: 6*

Move: 2-8*

Profession: Scientist

Species: Xeloxian

Alien Ability: Aggressive. Xeloxians that deal damage with personal weapons add +1 to the total damage dealt. This applies only to point-based direct fire or melee weapons (i.e. not to Needlers, or grenades).

Skills

Hit Points: 7 (Athletics+Base+Rank)

Luck: 6 (Rank+5)

Athletics: 2 (Carry Capacity: 20)

Combat: 0 **Engineering:** 0 **Piloting:** 0 **Science:** 4 **Experience:** 50 **Prestige:** 50 **Credits:** 650

Equipment

Wristcomp

Medkit

Special Abilities

Hyperphysicist: Science x 2 reroll pool for operating the hyperdrive and when rolling random facing after warp-in

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