

Captain Jimmy "Tugger" Burk

Major (Rank 6)

Stats

Target #: 8

Base Hit Points: 4

of Hands: 2

Move: 3

Profession: Pilot

Species: Human

Alien Ability: Willpower. Humans may reroll both professional skill check dice (as opposed to only one).

Skills

Hit Points: 13 (Athletics+Base+Rank)

Luck: 11 (Rank+5) Bonus Luck: 3

Athletics: 3 (Carry Capacity: 30+10 = 40)

Combat: 5 (7)

Engineering: 2 (3)

Piloting: 9 (11)

Science: 2 (4)

Experience: 92

Prestige: 585

Credits: 645

Equipment

Uniform (with codpiece)

Mentor Chip: [energy] Mass 1 Adds 20% to all experience points earned. [upgraded]

Skill Chip: Pilot: [energy] Mass 1 +2 Pilot skill. [upgraded]

Skill Chip: Science: [energy] Mass 1 +2 Science skill. [upgraded]

Skill Chip: Engineering: [energy] Mass 1 +1 Engineering skill.

Skill Chip: Combat: [energy] Mass 1 +2 Combat skill. [upgraded]

Skeletal Enhancement: [energy] Mass 0 +1 Athletics for carrying, +1 damage in Hand to hand.

Armour: Mass 10 Reduces damage by 2. [upgraded]

Wristcomp: [energy] Mass 4 Does not take up a hand. Can be used as a remote detonator. Adds +2 to Hacking. Can be used to scan onboard a ship - difficulty is distance in squares. [upgraded]

Medikit: [energy] Mass 5 Science check vs 8. Each point over heals.

Autonurse: [energy] Mass 5 May heal twice in an action. Second heal is at -3. Does not require a hand to use.

Pack: Mass 2 Anything put in a pack is half mass - but drawing out the item costs two actions instead of one unless the character has infinite hands. *Total Mass of Pack: 10*

Blast Pistol: [energy] Mass 4 Damage 2D6-2 (*Stored in Pack - Mass 2*)

EVA: [energy] Mass 5 Provides life support for 100 rounds. (*Stored in Pack - Mass 2.5*)

Flyboy: [drug] Mass 1 Adds +1 to piloting. Lasts entire mission unless Detoxed. All other skills except Athletics are at -1. (*Stored in Pack - Mass 0.5*)

Detox: [drug] Mass 1 Eliminates all active drugs and all side effects (*Stored in Pack - Mass 0.5*)

Toolkit: [energy] Mass 5 +2 to Engineering when repairing, upgrading a module or reconfiguring the Cannon. [upgraded] (*Stored in Pack - Mass 2.5*)

Shield: Mass 10 +1 to target number. (*Stored in Helm*)

Special Abilities

Patient: You can spend as many phases preparing an action as your skill level.

Reflexive: One attempt to ram, dodge a ram or dodge a missile per phase is free - it does not count as an action, cause OOC or drain helm energy.

Fast Learner: Adds 10% to all experience points earned.

Speed Demon: Can reroll two dice when accelerating or decelerating. May do this (Piloting skill x2) times per mission.

Fighter Jock: As a free action you may make a piloting vs 11 to cancel a hit on the fighter. There is no limit to the amount of times this may be done in a phase or during a mission, however the difficulty is increased by one each time it is used.

Quick on the Stick: You may make two different actions in a fighter as though they were one action. The difficulty is increased by 3. You can only do this once per phase.

Fighter

Human Fighter:

- Helm +2 [upgraded, +1 human]
- Combat +1 [upgraded]
- Engineering +0
- Armoured (-1 damage to occupants)

Xoallan Fighter

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