

Static Motion

Commander (Rank 4)

Stats

Target #: 9

Base Hit Points: 5

of Hands: Infinite

Move: 4

Profession: Marine

Species: Tentac

Alien Ability: Resilient. Tentacs may elect to reroll incoming damage inflicted upon them.

Skills

Hit Points: 12 (Athletics+Base+Rank)

Luck: 9 (Rank+5) Bonus Luck: 3

Athletics: 3 (Carry Capacity: 30+10)

Combat: 4 (6)

Engineering: 2

Piloting: 1

Science: 0

Experience: 1095

Prestige: 175

Credits: 0

Equipment

Uniform

Blast Rifle: [energy] Mass 8 Damage 2D6-1. Can be fired twice a phase (with Nimble Special Ability)

Knife: Mass 1 Damage 1D6

Vibraknife: [energy] Mass 4 Damage 1D6. Ignore armour and alien damage reduction. If EMPed it is -1 to hit and 1d6-1 damage.

Stun Grenade: [energy] Mass 2 Damage stun. Line of sight. Athletics vs 11 or be stunned. 2 Stun counters. 1 removed each Round. All removed if damaged.

Frost Grenade: [energy] Mass 2

EVA: [energy] Mass 5 Provides life support for 100 rounds.

Shield: Mass 10 +1 to target number.

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

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

Skeletal Enhancement: [energy] Mass n/a +1 athletics for carry and melee damage purposes only.

Stungone: [drug] Mass 1 Target gets a reroll vs stun effects. Must make an athletics roll vs stun

when first administered.

2x**Radzen**: [drug] [Mass 1](#)

2x**Innoculex**: [drug] [Mass 1](#)

4x**Bandaïd**: [drug] [Mass 1](#)

Toolkit: [energy] [Mass 5](#) +1 to Engineering when repairing, upgrading a module or reconfiguring the Cannon. (*Stored in Life Support*)

EMP Grenade: [energy] [Mass 2](#) Damage 2D6-1. Line of sight. Breaks energy equipment until after mission. Does not affect modules. (*Stored in Life Support*)

Special Abilities

Brutal: May reroll one die when causing damage with a personal attack (range or melee) but not with grenades.

Pack Mule: +10 to carry capacity

Multi-Barrel Expert: May fire the Cannon in Multi-barrel mode twice as a single action.

Connected: Every campaign turn you get an additional requisition and may reroll up to one die in any requisition. You also receive double pay for each mission.

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