

# ERZHRIL TAKS

Hexian Engineer ♦ Level:1

## TRAITS

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Weapon:  
Impact Rifle

Credits:

## EQUIPMENT & LOOT

Equipment and loot tracking table:

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Bonus:  
Penalty

## STATS

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 +2 d10

## VIRTUE



## ABILITIES

**Engineering** Add +2 to all rolls to build and repair devices.

**Computers** Add +2 to all rolls to operate computer systems.

**Investigator** Add +2 to all rolls to search and investigate.

**A Tool For That** Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

**Fabricate** Spend 2 credits: Add an additional +1 on all Attack and Damage rolls for the Page.

# ERZHIL TAKS

Hexian Engineer • Level:2

## TRAITS

- Trait 1
- Trait 2
- Trait 3
- Trait 4
- Trait 5
- Trait 6

## STATS

- HP** 16
- DEF** 13
- ATK** +3
- DPS** d12



Weapon:  
Impact Rifle

Credits:

## EQUIPMENT & LOOT

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Bonus:  
Penalty

## VIRTUE



## ABILITIES

Engineering



Add +2 to all rolls to build and repair devices.

Computers



Add +2 to all rolls to operate computer systems.

Investigator



Add +2 to all rolls to search and investigate.

Locksmith



Add +2 to all rolls to pick a lock.

A Tool For That



Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

Fabricate



Spend 2 credits: Add an additional +1 on all Attack and Damage rolls for the Page.

# ERZHRIL TAAKS

Hexian Engineer ♦ Level:3

## TRAITS



## STATS

**HT** 21 **ND** 14

**ST** +4 **DS** 2d8



Weapon:  
Impact Rifle

Credits:

## EQUIPMENT & LOOT

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Bonus:  
Penalty

## VIRTUE



## ABILITIES

**Engineering** Add +2 to all rolls to build and repair devices.

**Computers** Add +2 to all rolls to operate computer systems.

**Investigator** Add +2 to all rolls to search and investigate.

**Locksmith** Add +2 to all rolls to pick a lock.

**Student** Add +2 to all rolls to recall history and knowledge.

**A Tool For That** Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

**Fabricate** Spend 2 credits: Add an additional +1 on all Attack and Damage rolls for the Page.

**Shield Boost** Once per Page: Increase the ship's Shield value by d4 for a single round.

# ERZHRIL TAAKS

Hexian Engineer ♦ Level:4

## TRAITS



Weapon:  
Impact Rifle

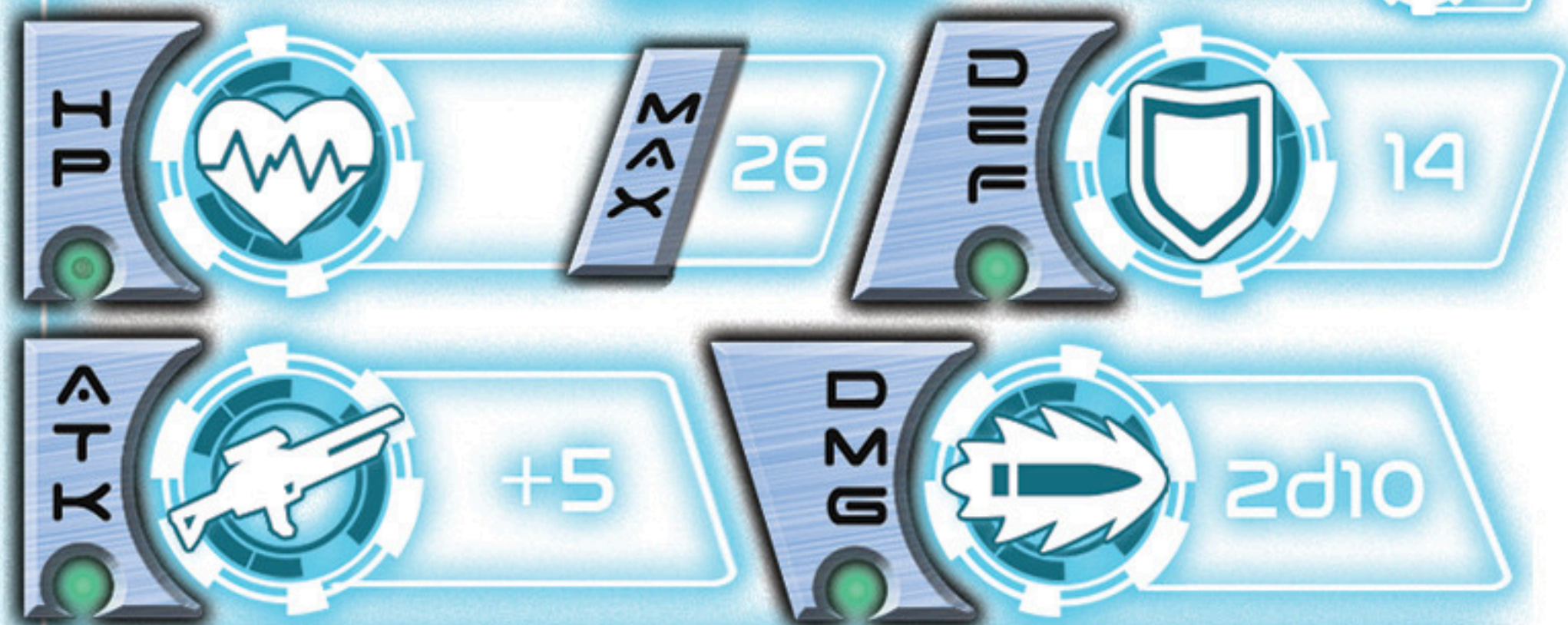
Credits:

## EQUIPMENT & LOOT

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Bonus:  
Penalty

## STATS



## VIRTUE



## ABILITIES

- Engineering: Add +2 to all rolls to build and repair devices.
- Computers: Add +2 to all rolls to operate computer systems.
- Investigator: Add +2 to all rolls to search and investigate.
- Locksmith: Add +2 to all rolls to pick a lock.
- Student: Add +2 to all rolls to recall history and knowledge.
- Piloting: Add +2 to all rolls to navigate and fly a ship.
- ^ Tool For That: Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.
- Fabricate: Spend 2 credits: Add an additional +1 on all Attack and Damage rolls for the Page.
- Shield Boost: Once per Page: Increase the ship's Shield value by d4 for a single round.
- Repair: Once per Rest: Restore Integrity to any Ship Compartment by 1.

# ERZHRIIL TAAKS

Hexian Engineer • Level:5

## TRAITS

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Weapon:  
Impact Rifle

Credits:

## EQUIPMENT & LOOT

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Bonus:  
Penalty:

## VIRTUE



## ABILITIES

**Engineering** Add +2 to all rolls to build and repair devices.

**Computers** Add +2 to all rolls to operate computer systems.

**Investigator** Add +2 to all rolls to search and investigate.

**Locksmith** Add +2 to all rolls to pick a lock.

**Student** Add +2 to all rolls to recall history and knowledge.

**Piloting** Add +2 to all rolls to navigate and fly a ship.

**^ Tool For That** Once per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.

**Fabricate** Spend 2 credits: Add an additional +1 on all Attack and Damage rolls for the Page.

**Shield Boost** Once per Page: Increase the ship's Shield value by d4 for a single round.

**Repair** Twice per Rest: Restore Integrity to any Ship Compartment by 1.

**Bypass** Once per Page: Reroll any die roll and take the new result.

## STATS

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| <b>VI</b> <b>32</b> | <b>15</b>  |
| <b>+6</b>           | <b>3d8</b> |

# ERZHRIL TAAKS

Hexian Engineer ♦ Level:6

## VIRTUE



## TRAITS

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Weapon:  
Impact Rifle



Credits:

## EQUIPMENT & LOOT

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Bonus:  
Penalty:

## ABILITIES

- Engineering** Add +2 to all rolls to build and repair devices.
- Computers** Add +2 to all rolls to operate computer systems.
- Investigator** Add +2 to all rolls to search and investigate.
- Locksmith** Add +2 to all rolls to pick a lock.
- Student** Add +2 to all rolls to recall history and knowledge.
- Piloting** Add +2 to all rolls to navigate and fly a ship.
- ^ Tool For That** Twice per Page: Add d4 to a single roll for Str, Dex, Con, Wis, Int, or Cha.
- Fabricate** Spend 2 credits: Add an additional +1 on all Attack and Damage rolls for the Page.
- Shield Boost** Once per Page: Increase the ship's Shield value by d4 for a single round.
- Repair** Three times per Rest: Restore Integrity to any Ship Compartment by 1.
- Bypass** Once per Page: Reroll any die roll and take the new result.
- Overcharge** Once per Page: Add your Intellect Modifier to a single Attack and Damage roll.

## STATS

- HP** 37
- DEF** 16
- STR** +6
- CON** 3d10