

ZULI NYASSA

Orkann Mech Trooper ♦ Level:1

TRAITS

Strength 2

Intelligence -1

Constitution 1

Charisma 1

Willpower -1

Dexterity -2



STATS

Health 11

Armor 8

Weapon:

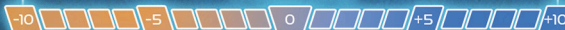
Mounted Blasters

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Survivalist



Add +2 to all rolls to survive while traveling.

Mech Stomp



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

Battery



You have 1 Charge you can use to activate charged abilities. Regain all used charges on a Rest.

Tank



Use 1 Charge: Add d6 to all rolls for Strength, Dexterity, and Constitution for the Page.

ZULI NYASSA

Orkann Mech Trooper ♦ Level:3

TRAITS

- 21-10
- XMD
- 20N
- +12-
- 10-E
- >10
-

STATS

- 22
- 14
- +4
- d12

Weapon:

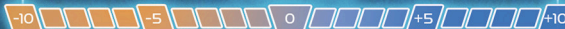
Mounted Blasters

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

- Intimidating** Add +2 to all rolls to threaten and intimidate.
- Survivalist** Add +2 to all rolls to survive while traveling.
- Engineering** Add +2 to all rolls to build and repair devices.
- Athlete** Add +2 to all rolls to overcome physical and athletic hurdles.
- Mech Stomp** Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.
- Bombard** Once per Page: Add d6 to a single Damage roll.
- Battery** You have 3 Charges you can use to activate charged abilities. Regain all used charges on a Rest.
- Tank** Use 1 Charge: Add d6 to all rolls for Strength, Dexterity, and Constitution for the Page.

ZULI NYASSA

Orkann Mech Trooper ♦ Level:4

TRAITS

- 21-10
- XMD
- 20N
- +2-
- 0-E
- >1N
-

STATS

- 28
- 15
- +4
- 2d8

Weapon:

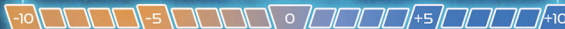
Mounted Blasters

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

- Intimidating** Add +2 to all rolls to threaten and intimidate.
- Survivalist** Add +2 to all rolls to survive while traveling.
- Engineering** Add +2 to all rolls to build and repair devices.
- Athlete** Add +2 to all rolls to overcome physical and athletic hurdles.
- Mech Stomp** Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.
- Bombard** Once per Page: Add d6 to a single Damage roll.
- Barrage** Once per Page: Add d4 to a single Attack roll.
- Battery** You have 3 Charges you can use to activate charged abilities. Regain all used charges on a Rest.
- Tank** Use 1 Charge: Add d6 to all rolls for Strength, Dexterity, and Constitution for the Page.
- Overdrive** Use 1 Charge: Reduce your Defense by -1 and add +2 to all Damage rolls for the Page.

ZULI NYASSA

Orkann Mech Trooper ♦ Level:5

TRAITS

- 21-10
- XMO
- 20N
- +2-
- 0-E
- >1N
-

STATS

- 33
- 16
- +5
- 2d10

Weapon:

Mounted Blasters

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty:

VIRTUE



ABILITIES

- Intimidating** Add +2 to all rolls to threaten and intimidate.
- Survivalist** Add +2 to all rolls to survive while traveling.
- Engineering** Add +2 to all rolls to build and repair devices.
- Athlete** Add +2 to all rolls to overcome physical and athletic hurdles.
- Mech Stomp** Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.
- Bombard** Once per Page: Add d6 to a single Damage roll.
- Barrage** Once per Page: Add d4 to a single Attack roll.
- Eject** Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.
- Battery** You have 5 Charges you can use to activate charged abilities. Regain all used charges on a Rest.
- Tank** Use 1 Charge: Add d6 to all rolls for Strength, Dexterity, and Constitution for the Page.
- Overdrive** Use 1 Charge: Reduce your Defense by -1 and add +2 to all Damage rolls for the Page.

ZULI NYASSA

Orkann Mech Trooper ♦ Level:6

Weapon:

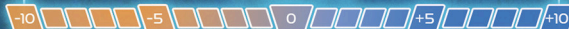
Mounted Blasters

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

VIRTUE



ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Survivalist



Add +2 to all rolls to survive while traveling.

Engineering



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

Athlete



Add +2 to all rolls to overcome physical and athletic hurdles.

Mech Stomp



Whenever you roll a 19 or 20 on an Attack roll, double the Damage roll.

Bombard



Once per Page: Add d6 to a single Damage roll.

Barrage



Once per Page: Add d4 to a single Attack roll.

Eject



Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.

Battery



You have 6 Charges you can use to activate charged abilities. Regain all used charges on a Rest.

Tank



Use 1 Charge: Add d6 to all rolls for Strength, Dexterity, and Constitution for the Page.

Overdrive



Use 1 Charge: Reduce your Defense by -1 and add +2 to all Damage rolls for the Page.

Onslaught



Use 1 Charge: Add your Strength Modifier to all Attack and Damage rolls on the Page.

TRAITS



STATS

HP



40

MP



16

AP



+5

SP



3d8