

# JEXIEL DUBBOK

Human Cyborg • Level:1

## TRAITS

Strength 1

Wisdom 2

Stamina 1

Intelligence -1

Charisma -2

Agility -1



Weapon:

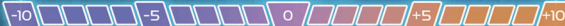
M2 Laser Cannon

Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty:

## VIRTUE



## ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Energize



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

Power Cell



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

Exocortex



Use 1 Charge: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.

## STATS

Health 11

Agility +2

Defense 13

Damage d8

# JEXIEL DUBBOK

Human Cyborg ♦ Level:2

## TRAITS



Weapon:

M2 Laser Cannon

Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty

## VIRTUE



## ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Locksmith



Add +2 to all rolls to pick a lock.

Energize



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

Power Cell



You have 2 Charges you can use to activate charged abilities. Regain all used charges on a Rest.

Exocortex



Use 1 Charge: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.

## STATS



16



+2



14



010

# JEXIEL DUBBOK

Human Cyborg • Level:3

## TRAITS



Weapon:

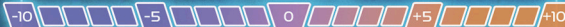
M2 Laser Cannon

Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty:

## VIRTUE



## ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Locksmith



Add +2 to all rolls to pick a lock.

Computers



Add +2 to all rolls to operate computer systems.

Energize



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

Backup Power



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

Power Cell



You have 3 Charges you can use to activate charged abilities. Regain all used charges on a Rest.

Exocortex



Use 1 Charge: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.

## STATS



# JEXIEL DUBBOK

Human Cyborg • Level:4

## TRAITS



Weapon:  
**M2 Laser Cannon**

Credits:

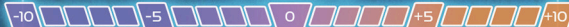
## EQUIPMENT & LOOT

Bonus:  
Penalty

## STATS



## VIRTUE



## ABILITIES

- Intimidating** (Person icon): Add +2 to all rolls to threaten and intimidate.
- Athlete** (Person icon): Add +2 to all rolls to overcome physical and athletic hurdles.
- Locksmith** (Person icon): Add +2 to all rolls to pick a lock.
- Computers** (Person icon): Add +2 to all rolls to operate computer systems.
- Energize** (Person icon): Once per Page: Add d4 to a single Damage roll.
- Backup Power** (Person icon): Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.
- Subroutine** (Person icon): Once per Page: Reduce your Defense by -2 and add +2 to all Attack rolls for the Page.
- Power Cell** (Person icon): You have 3 Charges you can use to activate charged abilities. Regain all used charges on a Rest.
- Exocortex** (Person icon): Use 1 Charge: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.
- Reboot** (Person icon): Use 1 Charge: Restore your Health by d8 up to your max health.

# JEXIEL DUBBOK

Human Cyborg • Level:5

Weapon:

M2 Laser Cannon

Credits:

## EQUIPMENT & LOOT

Bonus:  
Penalty:



## VIRTUE



## ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Locksmith



Add +2 to all rolls to pick a lock.

Computers



Add +2 to all rolls to operate computer systems.

Energize



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

Backup Power



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

Subroutine



Once per Page: Reduce your Defense by -2 and add +2 to all Attack rolls for the Page.

Fusillade



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

Power Cell



You have 5 Charges you can use to activate charged abilities. Regain all used Charges on a Rest.

Exocortex



Use 1 Charge: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.

Reboot



Use 1 Charge: Restore your Health by d8 up to your max health.

## TRAITS



## STATS



31



16



+4



2d10

# JEXIEL DUBBOK

Human Cyborg ♦ Level:6

## TRAITS



Weapon:  
M2 Laser Cannon

Credits:

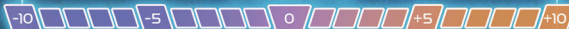
## EQUIPMENT & LOOT

## STATS



Bonus:  
Penalty

## VIRTUE



## ABILITIES

Intimidating



Add +2 to all rolls to threaten and intimidate.

Athlete



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

Locksmith



Add +2 to all rolls to pick a lock.

Computers



Add +2 to all rolls to operate computer systems.

Energize



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

Backup Power



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

Subroutine



Once per Page: Reduce your Defense by -2 and add +2 to all Attack rolls for the Page.

Fusillade



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

Power Cell



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

Exocortex



Use 1 Charge: Add d6 to all rolls for Wisdom, Intellect, and Charisma for the Page.

Reboot



Use 1 Charge: Restore your Health by d8 up to your max health.

Blitz



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