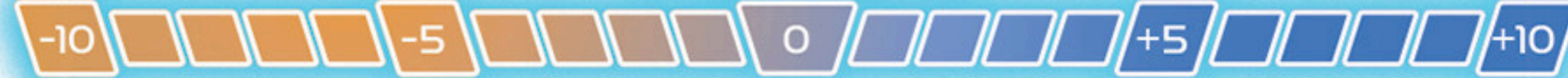


ZULI NYASSA

Orkann Mech Trooper • Level:5

VIRTUE



Weapon:

Mounted Blasters

Credits:

EQUIPMENT & LOOT

A list of 10 horizontal lines for recording equipment and loot items.

Bonus:
Penalty

TRAITS

- Strength
- Dexterity
- Constitution
- Intelligence
- Willpower
- Charisma

STATS

- HP** 33
- DEF** 16
- STR** +5
- DEX** 2d10

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

TRAITS

- UN-
- XY-
- ZON
- Z-
- W-E
- >IN
-



Weapon:

Mounted Blasters

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

STATS

- TI 40
- MI 16
- Y +5
- OSD 3d8

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.