

ERZHIL TAKKS

Hexian Engineer ♦ Level:1

TRAITS

STR -1

CON -1

DEX -1

INT 2

WIS 2

CHA -1

Special Trait

STATS

HP 11

AC 10



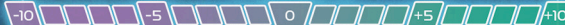
Weapon:
Impact Rifle

Credits:

EQUIPMENT & LOOT

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.

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 TAKKS

Hexian Engineer ♦ Level:2

Weapon:
Impact Rifle

TRAITS



STATS



Credits:

EQUIPMENT & LOOT

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.

ERZHIL TAKKS

Hexian Engineer ♦ Level:3

TRAITS



STATS

21
 14

+4
 2d8

Weapon:

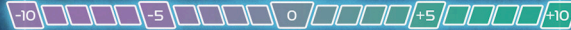
Impact Rifle

Credits:

EQUIPMENT & LOOT

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.

ERZHIL TAKS

Hexian Engineer ♦ Level:4

TRAITS



STATS

26
 14
 +5
 2d10

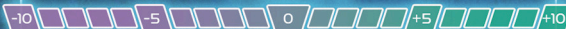
Weapon:
Impact Rifle

Credits:

EQUIPMENT & LOOT

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

ERZHIL TAKKS

Hexian Engineer ♦ Level:5

TRAITS



STATS



32



15



+6



3d8

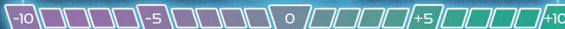
Weapon:
Impact Rifle

Credits:

EQUIPMENT & LOOT

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.

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.

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.

ERZHIL TAKKS

Hexian Engineer ♦ Level:6

Weapon:
Impact Rifle

TRAITS



STATS



37



16



+6



3d10

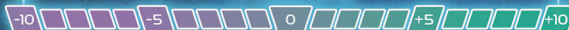


Credits:

EQUIPMENT & LOOT

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.

A 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.