

JEXIEL DUBBOK

Human Cyborg • Level:1

TRAITS

MI-10 1

XMO 2

ZON 1

-Z- -1

W-E -2

>IN -1



STATS

TI ΣX 11 13

X-4 +2 d8

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.

JEXIEL DUBBOK

Human Cyborg • Level:3

TRAITS

- Strength: 10
- Agility: 10
- Stamina: 10
- Intelligence: 12
- Willpower: 10
- Charisma: 10
- Special: Alien



STATS

Health: 21
 Defense: 15
 Weapon Proficiency: +3
 Damage: 2d6

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.

JEXIEL DUBBOK

Human Cyborg • Level:4

VIRTUE



TRAITS

- MI-10
- XND
- ZON
- Z-
- W-E
- >IN
-



STATS

- TI 26
- NDU 15
- Y-H +3
- DSO 2d8

Weapon:
M2 Laser Cannon

Credits:

EQUIPMENT & LOOT

Bonus:
Penalty

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

JEXIEL DUBBOK

Human Cyborg • Level:5



TRAITS

U-10

X-00

Z-00

-12-

0-E

>10

STATS

TI 31 16

X-10 +4 2d10

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.

JEXIEL DUBBOK

Human Cyborg • Level:6



TRAITS

- MI-HU
- XMO
- ZON
- IZ-
- U-E
- >IN



STATS

TI	ΣΣΣ 36	UWU	17
Y-H >	+5	DSO	3d8

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 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.