

Security Crewman: Guy Hudson

Str: d8	Dex: d6	Wits: d4
HP: 6t	Luck: 3t	Psi: 2t
Move: 5	Def: 4	Armor: 0

Personality traits:

Motivation: Prove that he's more than just an extra who dies 5 minutes in to show the seriousness of the situation.
Trouble: "Game over, man, game over!" Panics under stress.

Skills/Feats:

Hey, I got another! If you kill a target, make another attack at a second target.

Cower & Beg: Make a single enemy overconfident giving him Def -1 for one round. (free action)

Level up: _____

Equipment:

Baton: roll STR to hit, dmg=d6

Laser pistol: roll DEX to hit, dmg=d6

Medkit: heals 1d6 HPs, single use

Pointy-Eared Humanoid: Dr. Izanami

Str: d4	Dex: d6	Wits: d8
HP: 5t	Luck: 3t	Psi: 5t
Move: 4	Def: 3	Armor: 0

Personality traits:

Motivation: Advance science, even for these woefully illogical beings.

Trouble: Makes passive-aggressive "observations".

Psi Powers: (cost 1 Psi to activate, even if they fail)

Old Mind Trick: Implant a (non-injurious) suggestion with a contested WITS roll.

Death Grip: contested WITS roll to knock target unconscious when touched (+1 if neck targeted)

Level up: _____

Equipment:

Grabthar's Hammer: roll STR to hit, dmg=d4

Phaser: roll DEX to hit, dmg=d6

Tricorder: Get scientific readings on things.

Darling Little Mechanic Droid: DD4

Str: d4	Dex: d8	Wits: d6
HP: 4t	Luck: 4t	Psi: 4t
Move: 4	Def: 4	Armor: 0

Personality traits:

Motivation: Wants to learn about this thing called "love".

Trouble: He's just a leeeetle too trusting...

Psi Powers: (cost 1 Psi to activate, even if they fail)

Danger, Will Robinson! Determine the risk of a course of action (low, med, high).

Grappling cables: Swing across chasms, make a tightrope, drop a rope to someone.

Level up: _____

Equipment:

Rotary cutter: STR to hit, dmg=d4 (also, cuts things)

Arc welder: Spark arcs for ranged attack, DEX to hit, dmg=d6 (also, welds things)

Johnny 5 is alive! Crash kit activates if HP=0 and brings you back to life with 1d4 HP.

Plant-man Mystic: Zo'yo

Str: d6	Dex: d4	Wits: d8
HP: 6t	Luck: 2t	Psi: 5t
Move: 4(3)	Def: 3	Armor: 1

Personality traits:

Motivation: Mentor young padawans with their Psi powers.

Trouble: Often forgets that other creatures are *not plants*.

Psi Powers: (cost 1 Psi to activate, even if they fail)

Heart Light: Healing glow restores dWITS HP to a creature.

We Are Groot! Create sphere of protective branches granting all adjacent allies +1 Armor.

Level up: _____

Equipment:

Walking stick: roll STR to hit, dmg=d6

Space Sling: roll DEX to hit, dmg=d4

Mynock skin: Light armor, Damage Reduction = 1

Rules:

Success roll: Stat roll \geq Target Number (higher=better)
 Some rolls are contested. High roll wins!
 Max melee/ranged weapon dmg determined by Str/Dex
 Max armor bonus determined by Str:4/6/8/10/12- \rightarrow 0/1/2/3/4
 Move reduced by same amount as armor bonus
 Spend Psi to activate abil. (even if fail), wield Psionic item

Combat:

Initiative: someone starts with start player token, go around table, bad guys go between every PC, advance start token one player clockwise after each round

Attacks: Roll STR for melee, DEX for ranged

Attack roll \geq Def: hits, roll damage, opponent lose HPs

Armor: reduces dmg: total dmg=dmg roll - armor bonus

Short rest: (1 hr) heal dSTR HPs, regain dWITS Psi

Long rest: (7 hrs sleep) heal all HP, regain all Psi

Luck:

Spend Luck to: a) declare an automatic success (pre-roll), b) reroll (post-roll), c) soak a single hit (take only 1 damage), or d) alter the narrative (non-game breaking!)

Regain Luck (up to max) by: a) role-playing your Personality traits, b) coming up with a brilliant idea, c) putting yourself at risk to help a teammate, or d) Making the whole table crack up

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Blobby Alien: Sludgie Amoebacite

Str: d8	Dex: d6	Wits: d4
HP: 7t	Luck: 3t	Psi: 4t
Move: 3	Def: 3	Armor: 0

Personality traits:

Motivation: "Are you gonna eat that..."

Trouble: Tends to "overshare" sometimes.

Psi Powers: (cost 1 Psi to activate, even if they fail)

Liquid Form: Flow like water (through gaps, etc.) for 1 enc

The Blob! Engulf & trap a foe, inflicting 1d4/rnd, contested STR to escape.

Level up: _____

Equipment:

Atomic punching glove: roll STR to hit, dmg=d6

Cytoplasm sling: roll DEX to hit, dmg=d4

Medkit: heals 1d6 HPs, single use

Human Space Cowboy: Talo "Lone Wolf" Jozen

Str: d6	Dex: d8	Wits: d4
HP: 5t	Luck: 4t	Psi: 2t
Move: 5(4)	Def: 4	Armor: 1

Personality traits:

Motivation: Find a crew, find a job, keep flying.

Trouble: Cocky, overconfident, scruffy-looking, big-shot.

Skills/Feats:

Pilot: [Skill] Can drive any terrestrial or starfaring vehicle.

See You, Space Cowboy: Best of two DEX rolls to escape restraints or sneak away.

Level up: _____

Equipment:

Bowie Knife: roll STR to hit, dmg=d4

Blaster Pistol: roll DEX to hit, dmg=d6

Leather Duster: Light armor, Damage Reduction = 1

Used Security Descrambler: crack code on d6 roll of 5 or 6.

Human Mad Scientist: Professor Dirk Gomez

Str: d4	Dex: d6	Wits: d8
HP: 4t	Luck: 4t	Psi: 4t
Move: 4	Def: 4	Armor: 0

Personality traits:

Motivation: To conduct experiments that *Man Ought Not!*

Trouble: *Great Scott!* Prone to make alarming declarations about "urgency", "consequence", "disaster", etc.

Psi Powers: (cost 1 Psi to activate, even if they fail)

Gadgeteer: Create gizmo that rolls d10 for 1 specific non-combat purpose for 1 encounter.

Psionic Browbeating: Verbally turn target into an emotional wreck with contested WITS roll.

Level up: _____

Equipment:

Proton-glove: roll STR to hit, dmg=d4

Tachyon gun: roll DEX to hit, dmg=d6

H2G2 PDA: grants +1 to WITS / knowledge checks

Moody Android Medic: Keith

Str: d6	Dex: d4	Wits: d8
HP: 6t	Luck: 2t	Psi: 5t
Move: 4(3)	Def: 3	Armor: 1

Personality traits:

Motivation: Get this "unremovable" emotion chip out...

Trouble: Can barely conceal his hatred for humans (and other humanoids).

Psi Powers: (cost 1 Psi to activate, even if they fail)

Molecular Regeneration: Heal dWITS HP

Chest compartment: Spend Psi to have just the mundane item you need.

Level up: _____

Equipment:

Astro-Club: roll STR to hit, dmg=d6

Laser Pistol: roll DEX to hit, dmg=d4

Thermite plating: Light armor, Damage Reduction = 1

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Attack roll \geq Def: hits, roll damage, opponent lose HPs

Armor: reduces dmg: total dmg=dmg roll - armor bonus

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Reptilian Warrior Alien: Thrasick val Hisck

Str: d8	Dex: d6	Wits: d4
HP: 8t	Luck: 2t	Psi: 1t
Move: 6	Def: 3	Armor: 0

Personality traits:

Motivation: Restore honor to his once-great species.

Trouble: Always wants to fight (and die) for HONOR!!! VALOR!!! GLORY!!!

Skills/Feats:

Frog Tongue: Extends up to 3 squares, sticks to things, retrieves lightweight objects

Camouflage: Best of two DEX rolls to hide checks for 1 enc
Level up: _____

Equipment:

Krack'leth Blade: roll STR to hit, dmg=d6

Bowcaster: roll DEX to hit, dmg=d6

Medkit: heals d6 HPs, single use

Feline Cantina Dancer: Allie McClaw

Str: d4	Dex: d8	Wits: d6
HP: 5t	Luck: 4t	Psi: 2t
Move: 5	Def: 4	Armor: 0

Personality traits:

Motivation: Looking for fun times and fashionable gear!

Trouble: Her curiosity will kill her someday...

Skills/Feats:

Diva Dance: Catch every eye around with a TN=4 DEX roll.

Cat Burglar: [Skill] pick locks, find/disarm traps, pick pocket, etc.

Level up: _____

Equipment:

Wrist blades: roll STR to hit, dmg=d4

Laser pistol: roll DEX to hit, dmg=d6

Multipass: Get past guard or security door on a d6 roll of 3-6

Alien Invader from Beyond!: Morbo von Zim!

Str: d8	Dex: d4	Wits: d6
HP: 5t	Luck: 3t	Psi: 5t
Move: 4(3)	Def: 3	Armor: 0

Personality traits:

Motivation: Prepare for his inevitable invasion!

"Ack-ack-ack-ack-ack!"

Trouble: Believes all other species are woefully inferior!

Psi Powers: (cost 1 Psi to activate, even if they fail)

Brain Scrambler! Contested WITS roll inflicts d4 dmg, makes target temporarily forget everything (WITS sv TN4)

Extra Tentacle! Grow extra limb for 1 enc, grants bonus attack, can grab things, etc.

Level up: _____

Equipment:

Space swords! (2): roll STR to hit, dmg=d6

Ray gun!: roll DEX to hit, dmg=d4

Uranium-238 Explosive Space Modulator: does 2d4 damage to everything in a 3x3 square

Hive Queen Alien: Lucy Mantis

Str: d6	Dex: d4	Wits: d8
HP: 4t	Luck: 4t	Psi: 5t
Move: 4(3)	Def: 3	Armor: 1

Personality traits:

Motivation: Has a really strong mothering instinct.

Trouble: Leaves eggs / cocoons / larvae in odd places, talks about how precious they are.

Psi Powers: (cost 1 Psi to activate, even if they fail)

Royal Jelly: Unctuous secretion heals dWITS to self or ally

Facehugger: Spawn ambulatory creature with Str/Dex/Wits=d6, Move/Def/HP=4, dmg=d4. Victim must win STR contest to move/act normally.

Level up: _____

Equipment:

Quantum Quarterstaff: roll STR to hit, dmg=d6

Micro-laser pistol: roll DEX to hit, dmg=d4

Chitinous Armor: Light, Damage Reduction = 1

Rules:

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Armor: reduces dmg: total dmg=dmg roll - armor bonus

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Long rest: (7 hrs sleep) heal all HP, regain all Psi

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Suave Starship Captain: Rock Heartthrob

Str: d8	Dex: d6	Wits: d4
HP: 7t	Luck: 4t	Psi: 1t
Move: 5	Def: 3	Armor: 0

Personality traits:

Motivation: To find strange new worlds, and new civilizations... and woo their women.

Trouble: Always seems to be dictating a "Captain's Log", but nothing appears to be recording it.

Skills/Feats:

Pilot: [Skill] Can drive any terrestrial or starfaring vehicle.

Shoulder roll: If hit in combat, gain Def +1 (which may negate the hit), then move (out of turn).

Level up: _____

Equipment:

Phaser: roll DEX to hit, dmg=d6

Extensio-baton: roll STR to hit, dmg=d6

Sentient Toupee: Can scout & report, but can't attack.

Plucky Yet Powerful Child: Jaka Reizal

Str: d4	Dex: d8	Wits: d6
HP: 4t	Luck: 3t	Psi: 5t
Move: 4	Def: 4	Armor: 0

Personality traits:

Motivation: Get out of the ghetto and be famous someday!

Trouble: Everything is my playground!

Psi Powers: (cost 1 Psi to activate, even if they fail)

Telekinesis: Move small objects with your mind, inflicting 1d4 dmg if hurled.

But I'm just a kid! Win a contested WITS roll to make target think you are innocent, cute, lost, not causing trouble, etc.

Level up: _____

Equipment:

Space stick: roll STR to hit, dmg=d4

Space Sling: roll DEX to hit, dmg=d6

Midichlorian boost: Take best of two WITS rolls for Psi powers for one encounter.

Primate Engineer: Ook

Str: d4	Dex: d8	Wits: d6
HP: 5t	Luck: 4t	Psi: 2t
Move: 5	Def: 4	Armor: 0

Personality traits:

Motivation: Be chief engineer on a flagship someday.

Trouble: "Get your hands off me..." He's affectionate, but people don't like it.

Skills/Feats:

Brachiate: Can move through trees, across exposed pipes, up cliffs, at normal move speed.

Engineering: [Skill] Repair, disable, or modify machinery with a DEX roll.

Level up: _____

Equipment:

Hydro-spanner: roll STR to hit, dmg=d4

Laser pistol: roll DEX to hit, dmg=d6

Toolbox: Various mundane tools.

Surly Crustacean Space Doctor: Quigga Cronenberg

Str: d4	Dex: d8	Wits: d6
HP: 5t	Luck: 4t	Psi: 2t
Move: 5(4)	Def: 4	Armor: 1

Personality traits:

Motivation: Find a nice beach planet where he can retire to.

Trouble: "I'm a doctor, not a..." Stickler about his job description.

Skills/Feats:

Crab Claws: cut through things, well insulated, unarmed attack does 1d4 dmg.

"Healing": Heal dWITS-3 HP (meaning, he could make your situation worse).

Level up: _____

Equipment:

Crab Claws: roll STR to hit, dmg=d4

Ray gun: roll DEX to hit, dmg=d6

Borrowed Shell: Light Armor, Damage Reduction = 1

Rules:

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 Spend Psi to activate abil. (even if fail), wield Psionic item

Combat:

Initiative: someone starts with start player token, go around table, bad guys go between every PC, advance start token one player clockwise after each round

Attacks: Roll STR for melee, DEX for ranged

Attack roll \geq Def: hits, roll damage, opponent lose HPs

Armor: reduces dmg: total dmg=dmg roll - armor bonus

Short rest: (1 hr) heal dSTR HPs, regain dWITS Psi

Long rest: (7 hrs sleep) heal all HP, regain all Psi

Luck:

Spend Luck to: a) declare an automatic success (pre-roll), b) reroll (post-roll), c) soak a single hit (take only 1 damage), or d) alter the narrative (non-game breaking!)

Regain Luck (up to max) by: a) role-playing your Personality traits, b) coming up with a brilliant idea, c) putting yourself at risk to help a teammate, or d) Making the whole table crack up

Rules:

Success roll: Stat roll \geq Target Number (higher=better)
 Some rolls are contested. High roll wins!
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Hard-boiled Bounty Hunter: Cottor Hayeson

Str: d8	Dex: d6	Wits: d4
HP: 8t	Luck: 3t	Psi: 1t
Move: 5	Def: 3	Armor: 0

Personality traits:

Motivation: Dead or alive, you're coming with me!

Trouble: Always seems to be giving a noir-ish voiceover narrative that seems oddly out of place.

Skills/Feats:

Come with me if you want to live: adjacent allies get Def+1

Replicant Regeneration: Heals 1 HP per round in combat (up to max).

Level up: _____

Equipment:

Cyber-gauntlet: roll STR to hit, dmg=d6

PKD Blaster: roll DEX to hit, dmg=d6

Jet Pack: Fly up to 10 squares. Usable once per day.

Technomancer: Selene "Lady Tempest" Satsuro

Str: d4	Dex: d6	Wits: d8
HP: 4t	Luck: 3t	Psi: 5t
Move: 4	Def: 4	Armor: 0

Personality traits:

Motivation: To pull off the greatest hack ever.

Trouble: Insists that we're all living in a simulation (cites memory loss, deja-vu, etc.)

Psi Powers: (cost 1 Psi to activate, even if they fail)

Psionic Hacking: Break into computer to get info and/or plant misinformation with WITS roll.

Overcharge: Nearby tech sparks inflicting d6 dmg to single target with WITS roll vs TN 4.

Level up: _____

Equipment:

Force glove: roll STR to hit, dmg=d4

Tachyon pistol: roll DEX to hit, dmg=d6

Melange Spice: Instantly regain 1d4 Psi (single use)

Green-skinned Space Princess: Athena Albany

Str: d4	Dex: d8	Wits: d6
HP: 5t	Luck: 4t	Psi: 2t
Move: 5	Def: 4	Armor: 0

Personality traits:

Motivation: Escape that boring castle and have some fun!

Trouble: Frequently dissatisfied with service, wants to speak to manager, etc.

Skills/Feats:

Do you know who my father is? Best of two WITS rolls to get your way.

Thievery: [Skill] Pick locks, sleight of hand, pickpocket, etc.
Level up: _____

Equipment:

Royal Dagger: roll STR to hit, dmg=d4

Royal Raygun: roll DEX to hit, dmg=d6

Royal Attire: +1 to WITS rolls in social situations

Furry Shaman Native: Min-Min Treeno

Str: d4	Dex: d6	Wits: d8
HP: 4t	Luck: 4t	Psi: 5t
Move: 4	Def: 3	Armor: 0

Personality traits:

Motivation: She's just discovered technology above the Stone age and she *loves* it!

Trouble: Coyly tries to eat small animals she finds.

Psi Powers: (cost 1 Psi to activate, even if they fail)

Psionic Healing: Heals dWITS HP.

Oh how cute! Befriend target with contested WITS roll.

Level up: _____

Equipment:

Spear: roll STR to hit, dmg=d4

Sling: roll DEX to hit, dmg=d6

Yub-nub berries: Eat to regain 1 HP, 1 Psi, and 1 Luck. (single use)

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