

derideal

VOID



CHARACTER SHEETS

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PROJECT PRIME

BLANCO



Prime Beta 2



STATS

STR3
DEX.....3
FORT2
INT1
SENS.....1
SUER0

SOLDIER

SURVIVAL..... 3
INTIMIDATE 4
DISCIPLINE 2
KNOCKDOWN 2
EXPLOSIVE USE 1
DISARM 1

HEALTH

HP 10
ARMOR ... 5
STABILITY...10
Hit difficulty:



COMBAT

MACHINEGUN..... 2
RIFLE 4
PISTOL 2
HEAVY WEAPONS 2

OTHER COMBAT

UNARMED..... 3
DODGE 3
TUMBLE..... 2

BASE WEAPON

PLASMA RIFLE
DAMAGE: 1D10 DAMAGE
CHARGED SHOT: 2D10+1 DAMAGE
LOSE ONE TURN.

SPECIAL POWER

Regeneration lvl1

Regen 1d8 hp points instantly

Regeneration lvl 2

regen 2d6 life point instantly

Regeneration lvl3

Regen all life points instantly

Overcharge lvl1

4d10 points of damage to target.
1d6 damage to additional to closest enemy (do not use at point blank)

Overcharge lvl2

4d10 points of damage to target.
1d6 damage up to 3 enemies (do not use at point blank)

Overcharge lvl3

4d10 points of damage to target.
1d6 damage up to 5 enemies (do not use at point blank)

IVORY



Prime Beta 2

STATS

STR0
 DEX.....4
 FORT2
 INT1
 SENS.....2
 SUER1

CLASS SKILL

SURVIVAL..... 1
 INTIMIDATE 2
 DISCIPLINE 5
 KNOCKDOWN 0
 EXPLOSIVE USE 0
 DISARM 1

HEALTH

HP 10
 ARMOR ... 5
 STABILITY...10
 Hit difficulty:



WHO NEEDS FIREARMS ANYWAY?

COMBAT

KNIVES..... 3
 MACHINEGUN..... 2
 PISTOL 2

OTHER COMBAT

UNARMED..... 4
 DODGE 3
 TUMBLE..... 2

BASE WEAPON

CLAWS
DAMAGE: 1D4 DAMAGE
SPECIAL: VS ORGANICS 1D6

SPECIAL POWER

Regeneration lvl1

Regen 1d8 hp points instantly

Regeneration lvl 2

regen 2d6 life point instantly

Regeneration lvl3

Regen all life points instantly

Assault lvl1

Allows to make 3 attacks to a single target at once.

Assault lvl2

Allows this move to be used two times in a single battle.

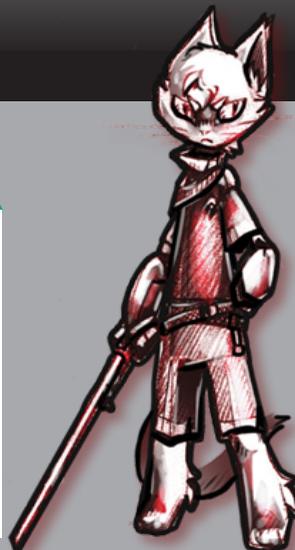
Assault lvl3

Assault now hits every enemy at range, or if wanted, 4 times to a single target.

GATO



Prime Beta 3



LET'S DUEL!

STATS	CLASS SKILL	HEALTH
STR0	SURVIVAL..... 4	HP 10
DEX.....5	INTIMIDATE 1	ARMOR ... 2
FORT0	DISCIPLINE 1	STABILITY...10
INT2	KNOCKDOWN 0	HIT DIFFICULTY
SENS.....2	EXPLOSIVE USE 0	
SUER1	DISARM 4	

COMBAT	OTHER COMBAT	BASE WEAPON
SWORDS..... 3	UNARMED..... 3	SPECIAL RAPIER DAMAGE: 1D4 POINTS OF DAMAGE SPECIAL: ALWAYS TWO ATTACKS PER TURN
KNIVES..... 3	DODGE 3	
PISTOL 1	TUMBLE..... 3	

SPECIAL POWER		
PARRY lvl1 Passive: Gato can enter in defensive stance and parry attacks instead of attacking	→	Parry lvl 2 adds +1 to dodge +1 hit difficulty
		→
		Parry lvl3 +2 hp +5 armor
Wound lvl1 Stab a single target and makes 2d6 points of damage and paralyze it for 1d4 turns	→	Wound lvl2 Allows the wound electrical effect to harm up to 2 enemies, or damage 4d6 to a single target.
		→
		Wound lvl3 wound electrical effect can damage every close enemy. or damage a 6d6 to a single enemy.

KAT



Prime Beta 3



OK, NOW YOU SEE ME!

STATS

STR 0
DEX..... 6
FORT -1
INT 2
SENS..... 2
SUER 0

CLASS SKILL

HOVE SILENTLY 4
BREAK SECURITY 2
HIDE 4
DETECT 2
DISABLE TRAP..... 3%
STEAL..... 2%

HEALTH

HP 9
ARMOR ... 0
STABILITY... 10
HIT DIFFICULTY



COMBAT

NAIL GUN 3
KNIVES..... 2
PISTOL 2

OTHER COMBAT

UNARMED..... 2
DODGE 4
TUMBLE..... 3

BASE WEAPON

DUAL NAIL GUNS
DAMAGE: 1D4 POINTS OF DAMAGE

SPECIAL: ALWAYS TWO ATTACKS PER TURN

SPECIAL POWER

Sneak attack lvl1
all succesful attacks makes x2 damage per 1d4 turns.

Sneak Attack lvl 2
all succesful attacks makes x3 damage per 1d4 turns.

Sneak Attack lvl3
all succesful attacks makes x4 damage per 1d4 turns.

Stealth lvl1
Allows to hide for 1d6 turns

Stealth lvl2
Allows to hide for 1d10 turns

Stealth lvl3
Allows to hide for 1d10 turns
Allows to attack at point blank or melee while hidden.

LUKA

Prime Beta 2 Infiltrator



STATS

STR0
DEX.....4
FORT2
INT0
SENS.....4
SUER0

CLASS SKILL

HOVE SILENTLY 5
BREAK SECURITY 2
HIDE 5
DETECT 2
DISABLE TRAP..... 3
STEAL..... 2

HEALTH

HP 10
ARMOR ... 0
STABILITY...10
HIT DIFFICULTY



COMBAT

RIFLES..... 3
KNIVES..... 3
PISTOL 3

OTHER COMBAT

UNARMED..... 2
DODGE 4
TUMBLE..... 3

BASE WEAPON

F.O.E. SNIPER RIFLE
DAMAGE: 1D6 POINTS OF DAMAGE
DEPLOY
GET COVER AND AIM FOR EXTRA DAMAGE
DAMAGE 1D10 (CAN'T MOVE)

SPECIAL POWER

Camouflage lvl1

Luka can't be attacked or spotted first if is party is around (passive)

Camouflage lvl2

Luka can't be attacked in the first round, he can't be attacked or spotted first if is party is nearby

Camouflage lvl3

first luka attack will always deal critical hit damage if hit.(passive)

Precision Shot lvl3

an attack that deal 2d6 points of damage to hp; reduces armor to half.

Precision Shot lvl2

shot removes all armor life and dealt 2d6 of damage

Precision Shot lvl3

precision shot now damages 2d6x2

NEBI

Prime Beta 2 commando



STATS

STR4
 DEX.....4
 FORT2
 INT0
 SENS.....0
 SUER0

CLASS SKILL

SURVIVAL.....4
 INTIMIDATE1
 DISCIPLINE1
 KNOCKDOWN0
 EXPLOSIVE USE0
 DISARM4

HEALTH

HP 10
 ARMOR ... 2
 STABILITY...10
 HIT DIFFICULTY



COMBAT

RIFLES.....3
 KNIVES.....4
 PISTOL2

OTHER COMBAT

UNARMED.....3
 DODGE2
 TUMBLE.....3

BASE WEAPON

F.O.E. SNIPER RIFLE
 DAMAGE: 1D6 POINTS OF DAMAGE
KNIFE
 DAMAGE:1D4

SPECIAL POWER

Improved critical lvl1

Nebi critical hit multiplier raised by 1

Improved critical lvl2

Nebi critical hit multiplier raised by 2

Improved critical lvl3

Nebi lands critical hits more easy, Critical hit difficulty check lowered by 1

Precision Shot lvl3

an attack that deal 2d6 points of damage to hp; reduces armor to half.

Precision Shot lvl2

shot removes all armor life and dealt 2d6 of damage

Precision Shot lvl3

precision shot now damages 2d6x2

Whitepaw

Prime Beta 1



STATS	CLASS SKILL	HEALTH
STR0	FIRST AID2	HP 10
DEX.....3	PERFORM 1	ARMOR ... 10
FORT3	PERSUADE2	STABILITY...10
INT0	DECEIVE 4	Hit difficulty:
SENS.....2	HIDE4	
SUER2		

COMBAT	OTHER COMBAT	BASE WEAPON
PISTOL 0	UNARMED.....2	CLAW DMG: 1D4-1 POINTS OF DAMAGE TRICK: CAN'T ATTACK DURING TURN BUT ADD +1 TO ANY DAMAGE DEALT BY A CHOSEN ALLY. (Needs To Be Nearby Target Enemy)
SHOTGUN 1	DODGE4	
KNIVES..... 2	TUMBLE.....4	

SPECIAL POWER		
Trick lvl1 (passive) upgrades trick support damage to 1d6	→	Trick lvl 2 upgrades trick support damage to 1d8
	→	Trick lvl3 upgrades trick support damage to 1d12
Taunt lvl1 Taunt an enemy and reduces his hit difficulty by 1 for 1d4 turns.	→	Taunt lvl2 Taunt two enemies at once. same effect for 1d6 turns.
	→	Taunt lvl3 - Normal effect: taunt effect can affect all enemies for 1d8. - Switched effect: or can taunt a single target and makes all party members next attack automatically hit.

Lauren

Prime Beta1



STATS

STR0
DEX.....4
FORT3
INT1
SENS.....2
SUER0

CLASS SKILL

PICK LOCK.....4
DISARM2
SURVIVAL.....2
DECEIVE1
SET TRAP.....1
HIDE4

HEALTH

HP 10
ARMOR ... 5
STABILITY...10
Hit difficulty:



COMBAT

PISTOL 0
GRENADES..... 3
KNIVES..... 0

OTHER COMBAT

UNARMED..... 2
DODGE 4
TUMBLE..... 4

BASE WEAPON

SMOKE PIPE BOMB:

NO DAMAGE, MAKES LAUREN AVOID BEING HIT if used during an enemy turn / allow lauren to HIDE AUTOMATICALLY (3 grenades)

SMALL CONTACT EXPLOSIVE: explodes when hit target or ground after being thrown, **1D6 DMG.**

SPECIAL POWER

Void Native lvl1

(passive) All healing consumables heal 1d4 more

Void Native lvl2

+1 point to senses
+2 point luck

Void Native lvl3

+10 hp
+1 hide

fast throw lvl1

Can attack 2 enemies at once for 1d6 turns using grenades.
grenades dealt +1d4 extra damage.

fast throw lvl2

Can attack 3 enemies at once for 1d6 turns using grenades.
grenades make +1d6 extra damage.

fast throw lvl3

Can attack every enemy nearby using grenades.
grenades makes +1d8 extra damage.



PROJECT CUSTUS

OSO



Custus Beta 1



I'M GONNA BITE!
I'M GONNA BITE!

STATS

STR6
DEX.....0
FORT2
INT0
SENS.....2
SUER0

CLASS SKILL

SURVIVAL.....2
INTIMIDATE4
DISCIPLINE3
KNOCKDOWN4
EXPLOSIVE USE0
DISARM0

HEALTH

HP 10
ARMOR ... 8
STABILITY...10
Hit difficulty:



COMBAT

SHOTGUNS 2
MACHINEGUN..... 3
PISTOL 3

OTHER COMBAT

UNARMED.....4
DODGE 1
TUMBLE..... 1

BASE WEAPON

BITE
DAMAGE: 1D8 POINTS OF DAMAGE
HOLD TARGET
DAMAGE: 1D8, CAN HOLD A TARGET (VS STRENGTH)/CANNOT ATTACK

SPECIAL POWER

STURDY lvl1
+5 hp



STURDY lvl 2
+5 hp



STURDY lvl3
+5 hp
+2 armor

Protect lvl1



Protect lvl2

Can protect an ally for 1d4 turns against damage.
Oso cannot attack while active.



Can protect an ally for 1d6 turns against damage.
Oso cannot attack while active.

Protect lvl3

Can protect an ally for 1d6 turns against damage.
Oso is allowed to attack.

TARA



Custus Beta 1



I LOVE YOU
ALL GUYS!

STATS

STR4
DEX.....2
FORT1
INT0
SENS.....1
SUER0

CLASS SKILL

SURVIVAL..... 1
INTIMIDATE 3
DISCIPLINE 5
KNOCKDOWN 4
EXPLOSIVE USE 0
DISARM 0

HEALTH

HP 10
ARMOR ... 10
STABILITY...10
Hit difficulty:



COMBAT

HEAVY WEAPONS 3
MACHINEGUN..... 3
PISTOL 2

OTHER COMBAT

UNARMED.....4
DODGE 1
TUMBLE..... 1

BASE WEAPON

MACHINEGUN
DAMAGE: 1D6 POINTS OF DAMAGE
HOLD TARGET (BITE)
DAMAGE: 1D6, CAN HOLD A TARGET
(VS STRENGTH)/CANNOT ATTACK

SPECIAL POWER

STRONG lvl1

+5 hp



STRONG lvl 2

+5 hp



STRONG lvl3

+5 hp
+2 armor

Protect lvl1

Can protect an ally for 1d4 turns
against damage.
cannot attack while active.



Protect lvl2

Can protect an ally for 1d6 turns
against damage.
cannot attack while active.



Protect lvl3

Can protect an ally for 1d6 turns
against damage.
is allowed to attack.

MARTINEZ



Custus Beta2



MARTINEZ
STANDING BY!

STATS

STR2
DEX.....3
FORT2
INT0
SENS.....3
SUER0

CLASS SKILL

SURVIVAL..... 3
INTIMIDATE 0
DISCIPLINE 2
KNOCKDOWN 0
EXPLOSIVE USE 4
DISARM 0

HEALTH

HP 10
ARMOR ... 5
STABILITY...10
Hit difficulty:



COMBAT

HEAVY WEAPONS 4
MACHINEGUN..... 3
GRENADES..... 2

OTHER COMBAT

UNARMED..... 0
DODGE 3
TUMBLE..... 3

BASE WEAPON

MINIGUN

DAMAGE: 1D6 POINTS OF DAMAGE

DEPLOY

DAMAGE: DEPLOY WEAPON AND DEAL 1D8 OF DAMAGE (CAN'T MOVE)

SPECIAL POWER

Equipment lvl1

+grenade which deal 2d6 damage
(area of effect)
Quantity: 1

Equipment lvl 2

+time bomb 2D6 (area of effect)
(Set to detonate in X turns)
Quantity: 1 of each

Equipment lvl3

+remote bomb 2d6 (area of effect)
(Set to detonate at will)
Quantity: 1 of each

Support lvl1

Rapid attack that damages 1d6 up
to 4 enemies in a single round.
(or 4d6 to a single enemy)

Support lvl2

Attack damages every enemy in
range by 2d6

Support lvl3

Attack damages every enemy in
range by 2d10

TANK

Custus MOD 1



STATS

STR 6
DEX 0
FORT 4
INT 0
SENS 0
SUER 0

CLASS SKILL

SURVIVAL 4
INTIMIDATE 2
DISCIPLINE 3
KNOCKDOWN 3
EXPLOSIVE USE 0
DISARM 1

HEALTH

HP 10
ARMOR ... 10
STABILITY... 10
Hit difficulty:



COMBAT

KNIVES 2
RIFLES 2
PISTOL 3

OTHER COMBAT

UNARMED 4
DODGE 2
TUMBLE 0

BASE WEAPON

CLAW

DAMAGE: 1D6 POINTS OF DAMAGE

HOLD TARGET

DAMAGE: 1D8, CAN HOLD A TARGET (VS STRENGTH)/CANNOT ATTACK

SPECIAL POWER

RAGE lvl1

adds +1d6 to all attacks
for 1d4 turns



RAGE lvl 2

adds +2d6 to all attacks
for 1d4 turns



RAGE lvl3

adds +2d6 to all attacks
for 2d4 turns

STURDY lvl1

+5 hp



STURDY lvl 2

+5 hp



STURDY lvl3

+5 hp
+2 armor

PAN

Custus MOD 1



STATS

STR3
DEX.....2
FORT3
INT1
SENS.....1
SUER0

CLASS SKILL

SURVIVAL..... 0
INTIMIDATE 0
DISCIPLINE 6
KNOCKDOWN 4
EXPLOSIVE USE 0
DISARM 2

HEALTH

HP 10
ARMOR ... 8
STABILITY...10
Hit difficulty:



COMBAT

HEAVY WEAPONS 3
MACHINEGUN..... 3
PISTOL 2

OTHER COMBAT

UNARMED..... 3
DODGE 2
TUMBLE..... 1

BASE WEAPON

CLAW/SUB-MACHINEGUN
DAMAGE: 1D6 POINTS OF DAMAGE
HOLD TARGET
DAMAGE: 1D6, CAN HOLD A TARGET
(VS STRENGTH)/CANNOT ATTACK

SPECIAL POWER

RAGE lvl1

adds +1d6 to all attacks
for 1d4 turns



RAGE lvl 2

adds +2d6 to all attacks
for 1d4 turns



RAGE lvl3

adds +2d6 to all attacks
for 2d4 turns

STURDY lvl1

+5 hp



STURDY lvl 2

+5 hp



STURDY lvl3

+5 hp
+2 armor

APPLE



Custus Gamma1



I HAVE NO IDEA
WHAT I'M
DOING!

STATS	CLASS SKILL	HEALTH
STR0	FIRST AID 4	HP 10
DEX.....0	PERFORM 2	ARMOR ... 15
FORT6	PERSUADE 2	STABILITY...10
INT0	MISCHIEVE..... 3	Hit difficulty:
SENS.....2	HIDE 2	
SUER2		

COMBAT	OTHER COMBAT	BASE WEAPON
PISTOL 1	UNARMED..... 3	OCHENTILKINSON 9000 COMBAT SHOTGUN
SHOTGUN 2	DODGE 4	DAMAGE: 1D8 POINTS OF DAMAGE
GRENADES..... 2	TUMBLE..... 4	BITE: 1D4 DAMAGE

SPECIAL POWER		
Hero lvl1 20% chance to resist death, and heal back to 1 hp	→	Hero lvl 2 40% chance to resist death, and heal back to 1 hp
Hidden Power lvl1 set all stats at 6 for 1d4 turns	→	Hidden Power lvl2 set all stats at 6 during 1d4+1 turns
	→	Hero lvl3 50% chance to resist death, and heal back to 1d4 hp.
		Hidden Power lvl3 set all stats at 6 is able to resist 50% of damage during 1d4+2

STAR

Custus Gamma1



STATS	CLASS SKILL	HEALTH
STR0	FIRST AID 4	HP 10
DEX.....2	PERFORM 0	ARMOR ... 8
FORT3	PERSUADE 4	STABILITY...10
INT0	MISCHIEVE..... 2	Hit difficulty:
SENS.....2	HIDE 3	
SUER3		

COMBAT	OTHER COMBAT	BASE WEAPON
PISTOL 0	UNARMED..... 2	BITE
SHOTGUN 1	DODGE 4	DAMAGE: 1D4-1 POINTS OF DAMAGE
KNIVES..... 2	TUMBLE..... 4	1D6-1 VS ORGANICS

SPECIAL POWER		
Hero lvl1 20% chance to resist death, and heal back to 1 hp	→	Hero lvl 2 40% chance to resist death, and heal back to 1 hp
		→
Hero lvl3 50% chance to resist death, and heal back to 1d4 hp.		
Inspire lvl1 all allies rolls get +1 bonus during 1d6 turns (except damage) Also applies to herself	→	Inspire lvl2 all allies rolls get +1 bonus during 1d6+2 turns (also damage)
		→
		Inspire lvl3 all allies rolls get +1 bonus during 1d6 turns Enemies get all their dice roll decreased by 1

RYAN

Custus Zero



STATS

STR0
 DEX.....2
 FORT3
 INT3
 SENS.....2
 SUER0

CLASS SKILL

ATTRACT OBJECT 0
 PUSH OBJECT 0
 DOOM THOUGHTS..... 4
 DISABLE SKILL 3
 READ MINDS..... 6
 DETECT LIFE 0

HEALTH

HP 11
 ARMOR ... 2
 STABILITY...5
 Hit difficulty:



COMBAT

PISTOL 0
 KNIETIC FIST..... 3
 SHOTGUN 1

OTHER COMBAT

UNARMED..... 2
 DODGE 4
 TUMBLE..... 4

COMBAT

KINETICK ENHANCED FIST
 DAMAGE: 1D4

DEFENSIVE CONCENTRATION
 SET HIT DIFFICULTY TO 10 (CANNOT
 ATTACK)

SPECIAL POWER

Mental Tap lvl1

take control of one biological enemy for 1d6 turns. Cannot move or directly attack. Cannot cause enemy to attack itself. Ryan may release enemy early, if desired.

Sleep lvl1

is able to make a target creature "sleep" by mental suggestion for 1d6 turns. target wake up if damaged

Mental Tap lvl 2

Mental control isn't interrupted by damage inflicted to Ryan (unless massive damage is applied)

Sleep lvl2

Can make two biological creatures sleep for 1d6 turns. Target wake up only by willpower save if damaged

Mental Tap lvl3

Ryan can change his controlled creature if desired. can order the creature to attack himself (allows willpower save)

Sleep lvl3

Can sleep up to 3 creatures. Target can't wake up; may if severely hurt

SUSU



STATS

STR 1
 DEX.....2
 FORT2
 INT2
 SENS.....3
 SUER0

CLASS SKILL

ATTRACT OBJECT 4
 PUSH OBJECT..... 4
 DOOM THOUGHTS..... 0
 DISABLE SKILL 3
 READ MINDS..... 2
 DETECT LIFE 1

HEALTH

HP 11
 ARMOR ... 2
 STABILITY...5
 Hit difficulty:



COMBAT

PISTOL 2
 KNIETIC RANGED 3
 KINETIC FIST..... 3
 UNARMED..... 3

OTHER COMBAT

DODGE 3
 TUMBLE..... 3

COMBAT

KINETIC ENHANCED FIST
 DAMAGE: 1D4

KINETIC RANGED ATTACK
 DAMAGE: 1D4

SPECIAL POWER

BARRIER lv1

Creates a kinetic barrier that protects herself soaks every damage for 1d4 turns

BARRIER lv 2

Creates a kinetic barrier that soaks every damage for 1d6 turns
 Allows to use kinetic barrier on other companion

BARRIER lv13

Makes the kinetic barrier to enhance the character speed, allowing her to execute two actions per turn when active.

PUSH lv1

Ranged kinetic attack that deals 2d6 points of damage to 1d4 enemies.

PUSH lv2

Enhance the push attack to affect 1d6 enemies

PUSH lv3

Enhance Push attack to dealt 3d6 points of damage and affect 1d6+1 enemies, enemies lose a turn.

RED

Ryan's clone/no implants



WHAT IS MY LEGACY?

STATS

STR2
DEX.....2
FORT2
INT3
SENS.....1
SUER0

CLASS SKILL

PICK LOCK..... 4
DISARM 1
SURVIVAL.....3
DECEIVE 0
SET TRAP..... 2
HIDE 4

HEALTH

HP 10
ARMOR ... 5
STABILITY...10
Hit difficulty:



COMBAT

PISTOL 0
SHOTGUN 3
KNIVES..... 1

OTHER COMBAT

UNARMED..... 2
DODGE 4
TUMBLE..... 4

BASE WEAPON

SMALL SHOTGUN:

1d6 Damage

(LOCKED*)**BLANCO'S PLASMA RIFLE**
DAMAGE: 1D10 DAMAGE

SPECIAL POWER

Blanco's Training lvl1

(passive) All healing consumables heal 1d4 more

*Unlocks Blanco's plasma rifle

Untapped power lvl1

-Reduces stability by 5

Barrier: Creates a kinetic barrier that protects herself soaks every damage for 1d4 turns*

Blanco's Training lvl2

Shotgun damage upgraded to 1d8
+1 shotgun skill

Untapped power lvl2

Sleep lvl 1: is able to make a target creature "sleep" by mental suggestion for 1d6 turns.
target wake up if damaged*

Blanco's Training lvl3

Overcharge:

4d10 points of damage to target using plasma Rifle

Untapped power lvl2

Zero Explosion: Red can't control himself and release an intense kinetic energy explosion destroying everything around him

5d10 damage enemies/1d10dmg to himself

*just one effect of this powers can be used at once: barrier, sleep or zero explosion effect.



PROJECT EXIGUS

TITCH



Exigus Beta1



STATS	CLASS SKILL	HEALTH
STR0	COMPUTER HACK 3	HP 10
DEX.....5	ELECTRONICS 1	ARMOR ... 2
FORT0	BREAK SECURITY 2	STABILITY...10
INT5	ROBOTICS 2	Hit difficulty:
SENS.....0	MECHANICS 2	
SUER0	UPGRADE ITEM 3	

COMBAT	OTHER COMBAT	COMBAT
PISTOL 3	DODGE 3	MAGNET DEVICE
KNIVES..... 1	TUMBLE..... 3	DAMAGE: 1D4 POINTS OF DAMAGE
MAGNETIC DEVICE 3		OVERCHARGE
UNARMED..... 1		DAMAGE: 1D6 DAMAGE TO MECHANICAL ENEMIES.

SPECIAL POWER		
Damage electronics lvl1 pulse that damages every electrical device nearby by 2d6 (only damages armor of organic targets)	—————>	Damage electronics lvl2 electronics and devices must roll a fortitude check or get disabled for 3 turns.
Magnetic Shield lvl1 Protects against damage from bullets and metals for 1d4 turns	—————>	Magnetic Shield lvl2 Protects against damage from bullets and metals for 1d6 turns
	—————>	Damage electronics lvl3 failing the fortitude check also damages for an additional 2d6. Now also damage health
	—————>	Magnetic Shield lvl3 Protects against damage from bullets and metals for 1d8 turns may reflect damage against melee

PIXI

Exigus Beta1



STATS

STR 1
DEX.....4
FORT3
INT2
SENS.....0
SUER0

CLASS SKILL

COMPUTER HACK 0
ELECTRONICS 1
BREAK SECURITY 1
ROBOTICS 5
MECHANICS 4
UPGRADE ITEM 3

HEALTH

HP 11
ARMOR ... 2
STABILITY...10
Hit difficulty:



COMBAT

PISTOL 2
KNIVES..... 2
POWER SAW 3
UNARMED..... 0

OTHER COMBAT

DODGE 3
TUMBLE..... 3

COMBAT

POWER SAW
DAMAGE: 1D6 POINTS OF DAMAGE

SPECIAL POWER

disable defences lvl1

disable armor protection and ranged weapon bonus modifiers for 1d4 turns.

Maim lvl1

power saw cuts and damages 2d6 to a single target

disable defences lvl2

-destroys target armor permanently
-disable ranged weapons bonus modifiers for 1d4 turns.

Maim lvl2

power saw cuts and damages 2d6x2 to a single target

disable defences lvl2

Destroy target armor and weapons permanently.

Maim lvl3

power saw cuts and damages 2d6x2 to a single target; 50% chance to maim an opponent (targets and effects may vary)

ALEX&Talon

Exigus Beta1-mod



STATS

STR0
DEX.....4
FORT0
INT4
SENS.....2
SUER0

CLASS SKILL

COMPUTER HACK0
ELECTRONICS0
BREAK SECURITY0
ROBOTICS5
MECHANICS5
UPGRADE ITEM4

HEALTH

HP 10
TALON.... 10
STABILITY...10
Hit difficulty:



COMBAT

PISTOL 0
KNIVES..... 1
SHOTGUNS 0
UNARMED..... 0

Talon Robot

MACHINEGUN..... 3
SHOTGUN 2
CANON 1

Talon Weaponry

MACHINEGUN 1D4 DAMAGE
SHOTGUN 1D6 DAMAGE
CANNON 1D10 DAMAGE

Alex

CONTROL DEVICE:
allows commanding Talon

SPECIAL POWER

Talon Bot lvl1

Talon gets 5 hp

Talon Bot lvl2

Talon can use two of his weapons in one turn.

Talon Bot lvl3

Talon hp +5
Talon can use its 3 weapons in the same turn.

Projected Shield lvl1

Talon produces an energy shield that protects Alex from damage for 1d4 turns and heal him 1d6 once, talon can't move or attack

Projected Shield lvl2

Talon Shield protects it's user and itself from damage for 1d4 turns. Talon can't move but it can attack

Projected Shield lvl2

Talon shield protects the entire party for 1 turn; Alex for 1d4 turns; it also heals the entire party 1d6 once. Talon can Move and attack

APRIL & BUZZ

Exigus Beta1-mod



STATS

STR 0
DEX 4
FORT 2
INT 2
SENS 0
SUER 2

CLASS SKILL

COMPUTER HACK 0
ELECTRONICS 2
BREAK SECURITY 0
ROBOTICS 5
MECHANICS 5
UPGRADE ITEM 2

HEALTH

HP 11
BUZZ 4
STABILITY... 10
Hit difficulty:



COMBAT

PISTOL 1
KNIVES 0
SHOTGUNS 0
UNARMED 0

Buzz Drone

DMG. STING (MELEE) 3
ELECTRIC WIRE 2
RANGED STING 2

Buzz weaponry

STING: 1D6 (DMG)
WIRE :1D4 ; TARGET LOSE A TURN
RANGED: 1D4

April

CONTROL DEVICE:
allows commanding Buzz

SPECIAL POWER

Suicide Drone lvl1

April built another Buzz droid armed with explosives, she can call it and when it explodes damages 2d6

Suicide Drone lvl2

April can call two suicide drones, when it explodes damages 2d6

Suicide Drone lvl3

April has 3 suicide drones available

Swarm lvl1

April gets another normal Buzz Drone, she can command both in the same turn

Swarm lvl2

April get another Buzz Drone, she can command the 3 in the same turn

Swarm lvl 3

April gets a bodyguard Drone; this one will soak 10 points of damage dealt to April

NIKOLAI

Exigus Beta1-mod

COMMENCING
SHOCK
THERAPY!



STATS

STR3
DEX.....2
FORT1
INT3
SENS.....1
SUER0

CLASS SKILL

COMPUTER HACK 0
ELECTRONICS 5
BREAK SECURITY 2
ROBOTICS 2
MECHANICS 2
UPGRADE ITEM 2

HEALTH

HP 10
ARMOR ... 0
STABILITY...10
Hit difficulty:



COMBAT

PISTOL 0
KNIVES..... 3
PEW TESLA (MELEE)..... 3
UNARMED..... 2

OTHER COMBAT

DODGE 3
TUMBLE..... 1

COMBAT

PEW TESLA (PORTABLE ELECTRIFIED WIRE)
DMG 1D4 TO ORGANICS
DMG 1D8+1 TO MECHANICAL ENEMIES
SPECIAL: Paralyzing hit; if successful hit makes target and himself lose a turn (recharging)

SPECIAL POWER

TESLA COIL lvl 1

Moderately ranged electric discharged that chains on nearby targets, damaging in groups. Damages 3d6 instantly to target and close creatures.

TESLA COIL lvl 2

Upgrades damage to 4d6

TESLA COIL lvl3

Upgrades damage to 5d6
Allows Tesla coil to charge up **Technological special powers** of characters in party but damages half enemies

LEECH ARMOR lvl1

Allow to damage a single mechanical enemy by 3d6, add half of the damage as armor during fight
Organics are damaged by 2d6

LEECH ARMOR LVL2

upgrade damage to 4d6
organics to 3d6

PEW DISCHARGE LVL3

Upgrade damage to 5d6
organics to 4d6.
Add the full damage as armor.

NYX

Exigus Beta1-mod



STATS

STR2
DEX.....3
FORT1
INT4
SENS.....0
SUER0

CLASS SKILL

COMPUTER HACK 3
ELECTRONICS 2
BREAK SECURITY 1
ROBOTICS 0
MECHANICS 2
UPGRADE ITEM 5

HEALTH

HP 10
ARMOR ... 0
STABILITY...10
Hit difficulty:



COMBAT

PISTOL 2
KNIVES..... 2
PEW LAUNCHER 3
UNARMED..... 1

OTHER COMBAT

DODGE 3
TUMBLE..... 3

COMBAT

PEW.LAUNCHER (PORTABLE ELECTRIFIED WIRE)
DMG 1D4 TO ORGANICS
DMG 1D8+1 TO MECHANICAL ENEMIES
SPECIAL: double launch, allow two attacks at once, that dealt 1d8, lose one turn reloading

SPECIAL POWER

Battery upgrade lvl1

-Auto-Shield +5 armor permanent, it regenerates after fight if depleted
- Allow to strengthen shield up armor up to 5 during battle (if hit mechanical enemies).

PEW DISCHARGE lvl1

Launch both wires and pierce through flesh/metal and release an electrical shock
4d6 dmg + Charged armor (deplete stored energy)

Battery upgrade lvl 2

-Allow to upgrade shield up to 10 during battle, bonus wear off after battle.
-Allow charging armor hitting organic enemies

PEW DISCHARGE LVL2

Energy transfer: allow to charge up an ally's armor, apply the damage result as armor.
(doesn't deplete already stored energy)

Battery upgrade lvl3

-Auto shield set to 10 armor permanently.
-Strengthened armor bonus doesn't wear off after battle, but don't regenerate either.

PEW DISCHARGE LVL3

5d6 dmg+charged armor, deplete half of the stored energy.
Stun enemies for 1d4.

KIRO

Exigus beta2

SO MANY
PRETTY
KITTENS

STATS

STR0
DEX.....6
FORT0
INT3
SENS.....3
SUER0

CLASS SKILL

HOVE SILENTLY 4
BREAK SECURITY 0
HIDE 4
DETECT 3
DISABLE TRAP..... 2
STEAL..... 2

HEALTH

HP 10
ARMOR ... 0
STABILITY...10
HIT DIFFICULTY



COMBAT

KNIVES..... 3
PISTOL 2
GRENADES..... 1

OTHER COMBAT

UNARMED..... 3
DODGE 4
TUMBLE..... 4

BASE WEAPON

VAMPIRIC BITE

1D4 DMG (Heal By 1 If Hit)

(Not heal if hit synthetic enemies)

ULTRASONIC SCREAM

Medium-range attack that deal 1d4 dmg only to organics.

SPECIAL POWER

Energy Drain lvl1

Bite and steal 1 hp to enemy for 1d4 turns.
Heal Kiro 1d4 instantly.
Damages 1d4 to enemy

Energy Drain lvl2

steal 1 hp to enemy for 1d4 turns.
Heal Kiro 1d6 instantly.
Damages 1d6 to enemy

Energy Drain lvl3

steal 2 hp to enemy and Remove enemy's combat bonuses for 1d4 turns.
Heal Kiro 1d6 instantly&Damages 1d6 to enemy

Phantom lvl3

Confuse target for 1d4 turns, makes one enemy 50% chance attack an ally, if fails the user damages himself by 1d6.

Phantom lvl2

Confuse target for 1d4+2 turns,
All damage done by confused enemy is multiplied by 2

Phantom lvl3

Confusion last for 1d4+2
Damage done by confused enemy is multiplied by 3.
Confused enemy gets +2 attack bonus.

*Kiro can fly as a normal movement (instead of run or walk if desired) /Kara can see in the dark due echolocation

KARA

Exigus beta2



STATS

STR3
DEX.....6
FORT1
INT0
SENS.....2
SUER0

CLASS SKILL

SURVIVAL..... 0
INTIMIDATE 5
DISCIPLINE 4
KNOCKDOWN 2
EXPLOSIVE USE 0
DISARM 2

HEALTH

HP 10
ARMOR ... 0
STABILITY...10
HIT DIFFICULTY



COMBAT

KNIVES..... 3
PISTOL 2
GRENADES..... 0
UNARMED..... 3

OTHER COMBAT

DODGE 5
TUMBLE..... 4

BASE WEAPON

VAMPIRIC BITE

1D4 DMG (Heal By 1 If Hit)

(Not heal if hit synthetic enemies)

ULTRASONIC SCREAM

Medium-range attack that deal 1d4 dmg only to organics.

SPECIAL POWER

Energy Drain lvl1

Bite and steal 1 hp to enemy for 1d4 turns.
Heal Kiro 1d4 instantly.
Damages 1d4 to enemy

Energy Drain lvl2

steal 1 hp to enemy for 1d4 turns.
Heal Kiro 1d6 instantly.
Damages 1d6 to enemy

Energy Drain lvl3

steal 2 hp from enemy and Remove enemy's combat bonuses for 1d4 turns.
Heal Kiro 1d6 instantly&Damages the enemy by 1d6

Vampire lvl1

(Passive) Vampiric Bite damage upgrade to 1d6+healing upgraded to 1d4

Vampire lvl2

Vampiric Bite damage upgrade to 1d8 +healing upgraded to 1d6

Vampire lvl3

Vampiric Bite damage upgrade to 1d10 +healing upgraded to 1d6+1
Upgrade ultrasonic scream damage to 1d6

*Kara can fly as a normal movement (instead of run or walk if desired) /Kara can see in the dark due echolocation



PROJECT DIRIMA

DRACO

Dirima Beta 1

STATS

STR3
DEX.....5
FORT0
INT2
SENS.....0
SUER0

CLASS SKILL

HOVE SILENTLY 4
BREAK SECURITY 2
HIDE4
DETECT 3
DISABLE TRAP..... 5
STEAL..... 0

HEALTH

HP 10
ARMOR ... 2
STABILITY...10
Hit difficulty:



THEY WON'T
SEE ME COMING!

COMBAT

NAIL GUN 3
KNIVES..... 3
GRENADES..... 1
DUALWIELD 2

OTHER COMBAT

UNARMED..... 2
DODGE 4
TUMBLE..... 3

COMBAT

NAIL GUN

DAMAGE: 1D4 POINTS OF DAMAGE

KNIFE: 1D6 DAMAGE

SPECIAL: CAN USE BOTH WEAPONS IN THE
SAME TURN (WITH DUALWIELD)

SPECIAL POWER

Harm lvl1

a sneak attack that deal 2d6 of extra
damage (added to normal damage)

Harm lvl 2

a sneak attack that deal 3d6 of extra
damage

Harm lvl3

a sneak attack that deal 3d6 of extra
damage, 50% chance of reducing
remaining target life to half

Stealth lvl1

Allows to hide for 1d6 turns

Stealth lvl2

Allows to hide for 1d10 turns

Stealth lvl3

Allows to hide for 1d10 turns
Allows to attack at point blank or
melee while hidden.

ALKA

Dirima Beta 1



STATS	CLASS SKILL	HEALTH
STR3	SURVIVAL..... 0	HP 11
DEX.....2	INTIMIDATE 4	ARMOR ... 4
FORT3	DISCIPLINE 5	STABILITY...10
INT0	KNOCKDOWN 4	Hit difficulty:
SENS.....2	EXPLOSIVE USE 0	
SUER0	DISARM 0	

COMBAT
MACHINEGUN..... 3
RIFLE 2
PISTOL 1
HEAVY WEAPONS 1

OTHER COMBAT
UNARMED..... 2
DODGE 2
TUMBLE..... 2

COMBAT
MACHINEGUN DAMAGE: 1D6 POINTS OF DAMAGE
GRENATE LAUNCHER DAMAGE: 2D6 POINTS OF DAMAGE (AREA)

SPECIAL POWER		
Hero lvl1 20% chance to resist death and leave character with 1 hp	→	Hero lvl 2 30% chance to resist death and leave character with 1 hp
Rapid Shot lvl1 Allows to make 3 attacks to a single target at once. all attacks hit	→	Rapid Shot lvl2 Allows to make 5 attacks to a single target at once, all attacks hit
	→	Hero lvl3 50% chance to resist death and leave character with 1 hp
		Rapid Shot lvl3 Allows to make 5 attacks to a single target at once. Allows to be used two times.

AER

Dirima Beta 1



STATS

STR3
 DEX.....2
 FORT5
 INT0
 SENS.....0
 SUER0

CLASS SKILL

SURVIVAL..... 0
 INTIMIDATE 4
 DISCIPLINE 3
 KNOCKDOWN 0
 EXPLOSIVE USE 2
 DISARM 4

HEALTH

HP 10
 ARMOR ... 8
 STABILITY...10
 Hit difficulty:



COMBAT

MACHINEGUN..... 2
 HEAVY WEAPONS 3
 PISTOL 1
 KNIVES..... 1

OTHER COMBAT

UNARMED..... 2
 DODGE 2
 TUMBLE..... 2

COMBAT

BLAST-CANNON

DAMAGE: 1D10 POINTS OF DAMAGE

CHARGED BLAST

DAMAGE: 1D4 OF DAMAGE, ENEMY LOSE A TURN IF HIT

SPECIAL POWER

CAPTAIN lvl1

Aer experience in battle help his nearby aliades: all of his friends attacks dealt +1 of damage. (passive)

CAPTAIN lvl2

the bonus effect also applies to himself

CAPTAIN lvl3

Aer also gains the effect of Hero lvl 1; 20% chance of survive death.

Rapid Shot lvl1

Allows to make 3 attacks to a single target at once. all attacks hit

Rapid Shot lvl2

Allows to make 5 attacks to a single target at once, all attacks hit

Rapid Shot lvl3

Allows to make 5 attacks to a single target at once.
 Allows to be used two times.

The image features a close-up of a hand, likely a right hand, with a fingerprint scanner overlay. The overlay consists of a grid of small, glowing yellow and orange squares, which are arranged in a pattern that follows the contours of the hand. The background is a dark, textured surface, possibly wood or stone, with a warm, reddish-brown hue. The overall lighting is dramatic, with strong highlights and deep shadows, creating a sense of depth and texture. The text "PROJECT DEXTRA" is overlaid on the hand in a bold, black, sans-serif font.

PROJECT DEXTRA

DEXTER



Dextra Beta1



STATS

STR3
 DEX.....-1
 FORT6
 INT-1
 SENS.....3
 SUER0

CLASS SKILL

ADV. HEALING 5
 STABILIZE..... 4
 CHEMISTRY 2
 BIOLOGY 2
 INCAPACITATE..... 2
 PSYCHOLOGY 2

HEALTH

HP 20
 ARMOR ... 5
 STABILITY...10
 Hit difficulty:



COMBAT

MACHINEGUN..... 3
 RIFLE 1
 PISTOL 2
 HEAVY WEAPONS 2

OTHER COMBAT

UNARMED..... 0
 DODGE 1
 TUMBLE..... 0

COMBAT

SUB-MACHINEGUN
DAMAGE: 1D6 POINTS OF DAMAGE

HEALTH PACK
 (1D6 HEAL+ADV HEALING SKILL)

SPECIAL POWER

Healing wave lvl1

Healing wave heals 1d6 points of damage to everyone in the party

Healing wave lvl2

Healing wave heals 2d6 points of damage to everyone in the party

Healing wave lvl3

Healing wave heals all hp of everyone in the party

Resist Pain lvl1

resist all damage for 1d6 turns

Resist Pain lvl2

resist all damage for 1d6+2 turns

Resist Pain lvl3

resist all damage for 1d6+3 turns

MEY

Dextra Beta1



STATS

STR0
 DEX.....3
 FORT4
 INT2
 SENS.....1
 SUER0

CLASS SKILL

ADV. HEALING 3
 STABILIZE..... 3
 CHEMISTRY 2
 BIOLOGY 3
 INCAPACITATE..... 4
 PSYCHOLOGY 3

HEALTH

HP 15
 ARMOR ... 5
 STABILITY...10
 Hit difficulty:



COMBAT

MACHINEGUN..... 1
 RIFLE 1
 PISTOL 3
 HEAVY WEAPONS 1

OTHER COMBAT

UNARMED..... 3
 DODGE 2
 TUMBLE..... 2

COMBAT

PISTOL
DAMAGE: 1D4 POINTS OF DAMAGE

HEALTH PACK
 (1D6 HEAL+ADV HEALING SKILL)

SPECIAL POWER

Healing wave lvl1

Healing wave heals 1d6 points of damage to everyone in the party

Healing wave lvl2

Healing wave heals 2d6 points of damage to everyone in the party

Healing wave lvl3

Healing wave heals all hp of everyone in the party

Resist Pain lvl1

resist all damage for 1d6 turns

Resist Pain lvl2

resist all damage for 1d6+2 turns

Resist Pain lvl3

resist all damage for 1d6+2 turns set Melee combat at 60%

DEXTER



(No battle armor)

Dextra Beta1



STATS

STR3
DEX.....2
FORT3
INT0
SENS.....1
SUER1

CLASS SKILL

ADV. HEALING 5
STABILIZE..... 4
CHEMISTRY 2
BIOLOGY 2
INCAPACITATE..... 2
PSYCHOLOGY 2

HEALTH

HP 15
ARMOR ... 0
STABILITY...10
Hit difficulty:



COMBAT

MACHINEGUN..... 3
RIFLE 1
PISTOL 1
HEAVY WEAPONS 1

OTHER COMBAT

UNARMED..... 2
DODGE 3
TUMBLE..... 3

COMBAT

SUB-MACHINEGUN
DAMAGE: 1D6 POINTS OF DAMAGE
BITE:
(1D4 DAMAGE)

SPECIAL POWER

Healing wave lvl1

Healing wave heals 1d6 points of damage to everyone in the party

Healing wave lvl2

Healing wave heals 2d6 points of damage to everyone in the party

Healing wave lvl3

Healing wave heals all hp of everyone in the party

Protective Wool lvl1

Dexter naturally reduces damage received by 1

Protective Wool lvl2

Dexter naturally reduces damage received by 2

Protective Wool lvl3

Dexter naturally reduces damage received by 3

PABLO

Dextra Beta2



YOU CAN COUNT ON ME!

STATS

STR2
DEX.....2
FORT5
INT0
SENS.....1
SUER0

CLASS SKILL

ADV. HEALING 5
STABILIZE..... 6
CHEMISTRY 2
BIOLOGY 2
INCAPACITATE..... 2
PSYCHOLOGY 0

HEALTH

HP 10
ARMOR ... 5
STABILITY...10
Hit difficulty:



COMBAT

MACHINEGUN..... 1
KNIVES..... 3
PISTOL 3
HEAVY WEAPONS 1

OTHER COMBAT

UNARMED..... 2
DODGE 1
TUMBLE..... 0

COMBAT

HEALING GUN

HEAL 1D6 THREE TIMES IN A SINGLE TURN.

SURGICAL KNIFE: 1D4 DMG.

REVIVAL KIT

CAN REVIVE RECENTLY DEAD ALLIES

SPECIAL POWER

Healing gun lvl1

Add healing serum reserve: Allow healing 4 times in a single turn.

Healing gun lvl2

F.O.E operative Healing serum vials: Healing upgrades to 1d8

Healing gun lvl 3

Solfeggio healing particles: Healing upgrades to 2d8

Duty lvl 1

Pablo can't die with just one hit. Pablo reduces received critical hit damage to half

Duty lvl 2

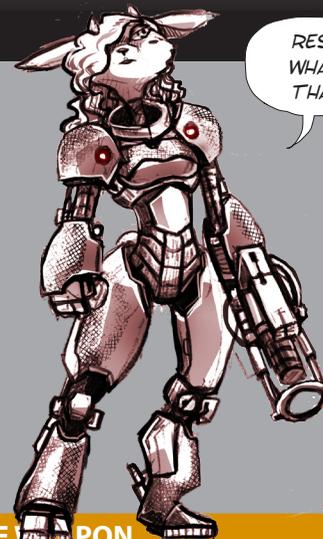
Pablo gains "Hero lvl 1" as bonus power-> 20% chance to resist death, and heal back to 1 hp

Duty lvl 3

Pablo's health raises by 5 for every ally fallen in battle. Pablo will heal x2 allies with less or half their normal hp.

AYALA

Dextra beta 2



REST?
WHAT'S
THAT?

STATS	CLASS SKILL	HEALTH
STR5	SURVIVAL..... 4	HP 10
DEX.....0	INTIMIDATE 1	ARMOR... 5
FORT4	DISCIPLINE 2	STABILITY...10
INT0	KNOCKDOWN 4	HIT DIFFICULTY
SENS.....1	EXPLOSIVE USE 0	
SUER0	DISARM 0	

COMBAT	OTHER COMBAT	BASE WEAPON
IMPACT HAMMER 4	UNARMED..... 3	IMPACT HAMMER (MELEE) DAMAGE: 1D10 POINTS OF DAMAGE PUNCH:1D4 DAMAGE
KNIVES..... 3	DODGE 1	
PISTOL 4	TUMBLE..... 2	

SPECIAL POWER		
Power Armor lvl1 (Passive) Double layer: +5 armor.	→	Power Armor lvl2 F.O.E. Armor materials: `Ayala's armor can't be destroyed. Always reduce damage taken by 1
	→	Power Armor lvl3 Power armor: reduces received critical hit damage to half Servomotors: +1 strength +Dex
Heavy impact lvl1 an impact hammer attack that deal double damage, always hit.	→	Heavy impact lvl2 an impact hammer attack thar deal tribble damage, always hit.
	→	Heavy Impact lvl3 +All armor health destroyed instantly. Enemies with light or no armor takes x4 damage Exigus/Dirimas take +1d10 extra damage.

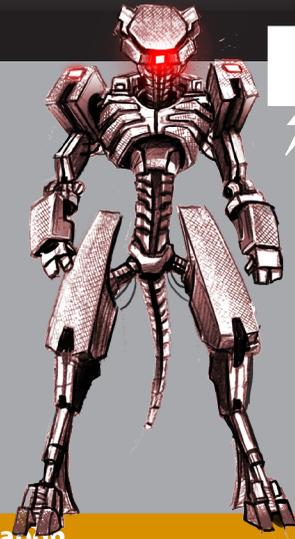


OTHER/SPECIAL

B.I.O

Biomechanical Integrated Organism

Cyborg-Xeno experiment (used to be a normal Xenos)



STATS	CLASS SKILL	HEALTH
STR5	COMPUTER HACK 3	HP 0*
DEX.....2	ELECTRONICS 4	ARMOR ... 25
FORT1	BREAK SECURITY 0	STABILITY...5
INT0	ROBOTICS 5	Hit difficulty:
SENS.....3	MECHANICS 3	
SUER0	UPGRADE ITEM 0	

COMBAT	Other Combat	Weapon
PISTOL 0	UNARMED..... 3	MIMIC WEAPON: can emulate normal weapon type and damage of any party member at will (excepting Zero kinetic/telepathic energy)
KNIVES..... 1	DODGE 2	
SHOTGUNS 0	TUMBLE..... 1	
UNARMED..... 0		

SPECIAL POWER		
Emulation lvl1 Can use an effect of any technological power available from any party member/enemies	→	Emulation lvl2 Tech expert powers used get a boosted effect of +1d6 (Damage or duration)
Integration lvl1 Xenos brain integration at 50% +5 stability +1 Fortitude	→	Integration lvl2 Xenos brain integration at 70% +1 to all combat skills +1 to all Other combat skills
	→	Emulation lvl3 Can emulate other types of special movements (weapon, plasma, endurance), excepting Zero kinetic/psychic energy
	→	Integration lvl3 Xenos brain integration at 80% +1 to all class skill +5 armor

*BIO can't be healed by serums/Medics, he can recover Armor by a Tech-expert mechanical/electronic skill *BIO can't truly die if inner brain still alive.

