

derideal

# VOID



CHARACTER SHEETS



# INDEX

PROJECT PRIME	3
PROJECT CUSTUS	12
PROJECT EXIGUS	23
PROJECT DIRIMA	32
PROJECT DEXTRA	36
OTHER/SPECIAL	42



The background is a dark, textured surface with a prominent fingerprint pattern in the center. The colors are primarily dark red, orange, and black, with a glowing orange-red light effect emanating from the fingerprint area. The text "PROJECT PRIME" is overlaid on the left side of the fingerprint.

# **PROJECT PRIME**

# BLANCO



Prime Beta 2



## STATS

STR .....3  
DEX.....3  
FORT .....2  
INT .....1  
SENS.....1  
SUER .....0

## 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

STR ..... 0  
DEX ..... 4  
FORT ..... 2  
INT ..... 1  
SENS ..... 2  
SUER ..... 1

## 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.

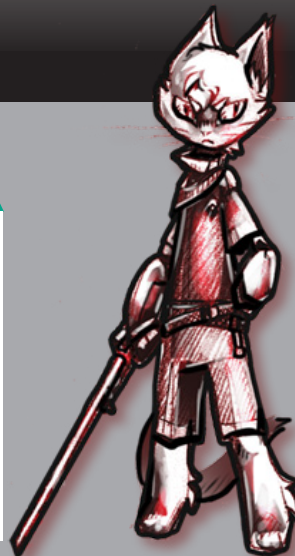
### Assault lvl3

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

# GATO



Prime Beta 3



LET'S DUEL!

## STATS

STR .....0  
DEX.....5  
FORT .....0  
INT .....2  
SENS.....2  
SUER .....1

## CLASS SKILL

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

## HEALTH

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



## COMBAT

SWORDS.....3  
KNIVES.....3  
PISTOL .....1

## OTHER COMBAT

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

## BASE WEAPON

**SPECIAL RAPIER**  
**DAMAGE: 1D4 POINTS OF DAMAGE**

**SPECIAL:** ALWAYS TWO ATTACKS PER TURN

## 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.





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

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

## 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

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

## CLASS SKILL

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

## HEALTH

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



## COMBAT

RIFLES.....3  
KNIVES.....4  
PISTOL .....2

## OTHER COMBAT

UNARMED.....3  
DODGE .....2  
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 Beta1



## STATS

STR .....0  
DEX.....3  
FORT .....3  
INT .....0  
SENS.....2  
SUER .....2

## CLASS SKILL

FIRST AID .....2  
PERFORM .....1  
PERSUADE .....2  
DECEIVE .....4  
HIDE .....4

## HEALTH

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



## COMBAT

PISTOL .....0  
SHOTGUN .....1  
KNIVES.....2

## OTHER COMBAT

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

## BASE WEAPON

**CLAW DMG:** 1D4-1 POINTS OF DAMAGE  
**TRICK:** CAN'T ATTACK DURING TURN  
BUT ADD +1 TO ANY DAMAGE DEALT BY A  
CHOOSEN ALLY.  
(Needs To Be Nearby Target Enemy)

## 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



I WAS BORN  
HERE

## STATS

STR .....0  
DEX.....4  
FORT .....3  
INT .....1  
SENS.....2  
SUER .....0

## CLASS SKILL

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

## 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.

The background is a complex, abstract composition. It features a prominent fingerprint pattern in the center, rendered in a glowing orange-yellow hue. This central element is surrounded by swirling, textured patterns in various shades of orange, red, and dark brown. The overall effect is one of intense heat and digital security, with the fingerprint symbolizing identity and the glowing colors suggesting energy or a warning.

# **PROJECT CUSTUS**



# OSO



Custus Beta 1



## STATS

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

## CLASS SKILL

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

## 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

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

### Protect lvl2

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

## STATS

STR .....4  
DEX.....2  
FORT .....1  
INT .....0  
SENS.....1  
SUER .....0

## CLASS SKILL

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

## HEALTH

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



I LOVE YOU  
ALL GUYS!

## 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



## STATS

STR .....2  
DEX.....3  
FORT .....2  
INT .....0  
SENS.....3  
SUER .....0

## 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

### Support lvl1

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

### Equipment lvl 2

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

### Support lvl2

Attack damages every enemy in  
range by 2d6

### Equipment lvl3

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

### 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:



ALMOST  
STUMBLED  
UPON YOU!

## 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	CLASS SKILL	HEALTH
STR .....3	SURVIVAL.....0	HP ..... 10
DEX.....2	INTIMIDATE .....0	ARMOR ... 8
FORT .....3	DISCIPLINE .....6	STABILITY....10
INT .....1	KNOCKDOWN .....4	Hit difficulty:
SENS.....1	EXPLOSIVE USE .....0	
SUER .....0	DISARM .....2	



COMBAT	OTHER COMBAT	BASE WEAPON
HEAVY WEAPONS ..... 3	UNARMED.....3	<b>CLAW/SUB-MACHINEGUN</b>
MACHINEGUN..... 3	DODGE .....2	<b>DAMAGE:</b> 1D6 POINTS OF DAMAGE
PISTOL ..... 2	TUMBLE.....1	<b>HOLD TARGET</b>
		<b>DAMAGE:</b> 1D6, CAN HOLD A TARGET (VS STRENGTH)/CANNOT ATTACK

SPECIAL POWER		
<b>RAGE lvl1</b> adds +1d6 to all attacks for 1d4 turns	—————→	<b>RAGE lvl 2</b> adds +2d6 to all attacks for 1d4 turns
		—————→
		<b>RAGE lvl3</b> adds +2d6 to all attacks for 2d4 turns
<b>STURDY lvl1</b> +5 hp	—————→	<b>STURDY lvl 2</b> +5 hp
		—————→
		<b>STURDY lvl3</b> +5 hp +2 armor

# APPLE



Custus Gamma1

## STATS

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

## CLASS SKILL

FIRST AID .....4  
PERFORM .....2  
PERSUADE .....2  
MISCHIEVE.....3  
HIDE .....2

## HEALTH

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



I HAVE NO IDEA  
WHAT I'M  
DOING!

## COMBAT

PISTOL ..... 1  
SHOTGUN ..... 2  
GRENADES..... 2

## OTHER COMBAT

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

## BASE WEAPON

**OCHENTILKINSON 9000  
COMBAT SHOTGUN**  
**DAMAGE: 1D8** POINTS OF DAMAGE

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

### Hero lvl3

50% chance to resist death, and heal back to 1d4 hp.

### Hidden Power lvl1

set all stats at 6 for 1d4 turns

### Hidden Power lvl2

set all stats at 6 during 1d4+1 turns

### 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
STR .....0	FIRST AID ..... 4	HP ..... 10
DEX.....2	PERFORM ..... 0	ARMOR ... 8
FORT .....3	PERSUADE ..... 4	STABILITY...10
INT .....0	MISCHIEVE..... 2	Hit difficulty:
SENS.....2	HIDE ..... 3	
SUER .....3		

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

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

# RYAN

Custus Zero

## STATS

STR .....0  
DEX.....2  
FORT .....3  
INT .....3  
SENS.....2  
SUER .....0

## 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.

### Mental Tap lvl 2

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

### Mental Tap lvl3

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

### Sleep lvl1

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

### Sleep lvl2

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

### Sleep lvl3

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

# SUSU

## STATS

STR ..... 1  
DEX.....2  
FORT .....2  
INT .....2  
SENS.....3  
SUER .....0

## 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 lvl1

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

### BARRIER lvl 2

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

### BARRIER lvl3

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

### PUSH lvl1

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

### PUSH lvl2

Enhance the push attack to affect 1d6 enemies

### PUSH lvl3

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

STR .....2  
DEX.....2  
FORT .....2  
INT .....3  
SENS.....1  
SUER .....0

## 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.

The background is a textured, abstract composition in shades of orange, red, and brown. A prominent fingerprint pattern is visible in the center, rendered in a lighter, golden-brown hue. The overall effect is gritty and high-contrast.


# **PROJECT EXIGUS**

# TITCH



Exigus Beta1



STATS	CLASS SKILL	HEALTH
STR .....0	COMPUTER HACK ..... 3	HP ..... 10
DEX.....5	ELECTRONICS ..... 1	ARMOR ... 2
FORT .....0	BREAK SECURITY ..... 2	STABILITY....10
INT .....5	ROBOTICS ..... 2	Hit difficulty:
SENS.....0	MECHANICS ..... 2	
SUER .....0	UPGRADE ITEM ..... 3	

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

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



# PIXI

Exigus Beta1



BIG TOOLS  
ARE MY  
SPECIALITY!

## STATS

STR ..... 1  
DEX.....4  
FORT .....3  
INT .....2  
SENS.....0  
SUER .....0

## 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.

### disable defences lvl2

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

### disable defences lvl2

Destroy target armor and weapons permanently.

### Maim lvl1

power saw cuts and damages 2d6 to a single target

### Maim lvl2

power saw cuts and damages 2d6x2 to a single target

### 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

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

## CLASS SKILL

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

## 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

### Swarm lvl1

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

### Suicide Drone lvl2

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

### Swarm lvl2

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

### Suicide Drone lvl3

April has 3 suicide drones available

### Swarm lvl 3

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



# NIKOLAI

Exigus Beta1-mod

## STATS

STR .....3  
DEX.....2  
FORT .....1  
INT .....3  
SENS.....1  
SUER .....0

## 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

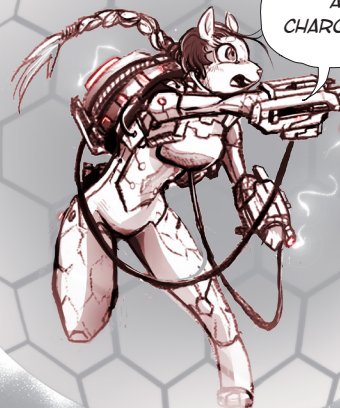
STR .....2  
DEX.....3  
FORT .....1  
INT .....4  
SENS.....0  
SUER .....0

## 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

STR .....0  
DEX.....6  
FORT .....0  
INT .....3  
SENS.....3  
SUER .....0

## 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

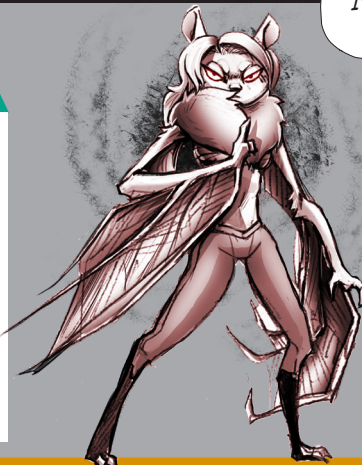
STR .....3  
DEX.....6  
FORT .....1  
INT .....0  
SENS.....2  
SUER .....0

## 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



The background is an abstract composition of warm, earthy tones. It features a dense, textured pattern of concentric, wavy lines in shades of orange, red, and brown, resembling a fingerprint or a microscopic view of a mineral surface. The overall effect is one of depth and complexity, with varying intensities of color creating a sense of movement and organic growth.

# **PROJECT DIRIMA**

# DRACO

Dirima Beta 1

## STATS

STR .....3  
DEX.....5  
FORT .....0  
INT .....2  
SENS.....0  
SUER .....0

## CLASS SKILL

HOVE SILENTLY ..... 4  
BREAK SECURITY ..... 2  
HIDE .....4  
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

STR .....3  
DEX.....2  
FORT .....3  
INT .....0  
SENS.....2  
SUER .....0

## CLASS SKILL

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

## HEALTH

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



## 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  
**GRENADE 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

### Hero lvl3

50% 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

### 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	CLASS SKILL	HEALTH
STR .....3	SURVIVAL.....0	HP ..... 10
DEX.....2	INTIMIDATE .....4	ARMOR ... 8
FORT .....5	DISCIPLINE .....3	STABILITY....10
INT .....0	KNOCKDOWN .....0	Hit difficulty:
SENS.....0	EXPLOSIVE USE .....2	
SUER .....0	DISARM .....4	

COMBAT	OTHER COMBAT	COMBAT
MACHINEGUN..... 2		<b>BLAST-CANNON</b>
HEAVY WEAPONS ..... 3	UNARMED..... 2	<b>DAMAGE:</b> 1D10 POINTS OF DAMAGE
PISTOL ..... 1	DODGE ..... 2	<b>CHARGED BLAST</b>
KNIVES..... 1	TUMBLE..... 2	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 background is a textured, abstract composition in shades of orange, red, and brown. A prominent fingerprint pattern is visible in the center, rendered in a lighter, golden-brown hue. The overall effect is gritty and high-contrast.

# **PROJECT DEXTRA**

# DEXTER



Dextra Beta1

## STATS

STR .....3  
DEX.....-1  
FORT .....6  
INT .....-1  
SENS.....3  
SUER .....0

## CLASS SKILL

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

## HEALTH

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



MY WOOL  
SHALL  
PROTECT US!

## 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

STR .....0  
DEX.....3  
FORT .....4  
INT .....2  
SENS.....1  
SUER .....0

## 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

STR .....3  
DEX.....2  
FORT .....3  
INT .....0  
SENS.....1  
SUER .....1

## 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

## STATS

STR .....2

DEX.....2

FORT .....5

INT .....0

SENS.....1

SUER .....0

## CLASS SKILL

ADV. HEALING ..... 5

STABILIZE..... 6

CHEMISTRY ..... 2

BIOLOGY ..... 2

INCAPACITATE..... 2

PSYCHOLOGY ..... 0

## HEALTH

HP ..... 10

ARMOR ... 5

STABILITY...10

Hit difficulty:



YOU CAN  
COUNT ON ME!

## 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

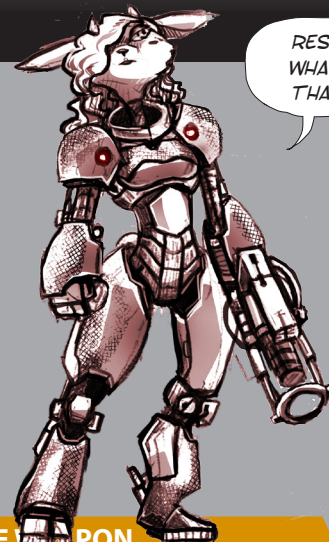
Pablo gains "Hero lvl 1" as bonus power-> 20% chance to resist death, and heal back to 1 hp

### 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



## STATS

STR .....5  
DEX.....0  
FORT .....4  
INT .....0  
SENS.....1  
SUER .....0

## CLASS SKILL

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

## HEALTH

HP ..... 10  
ARMOR ... 5  
STABILITY...10  
HIT DIFFICULTY



## COMBAT

IMPACT HAMMER .....4  
KNIVES.....3  
PISTOL .....4

## OTHER COMBAT

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

## BASE WEAPON

**IMPACT HAMMER (MELEE)**  
**DAMAGE: 1D10 POINTS OF DAMAGE**  
**PUNCH:1D4 DAMAGE**

## 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 trible 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.

The background is a complex, abstract composition. It features a warm color palette dominated by deep reds, oranges, and browns. Overlaid on this is a faint, repeating pattern of concentric circles and ridges, reminiscent of a fingerprint or a topographical map. The overall texture is grainy and layered, with darker areas in the upper corners and lighter, more vibrant orange tones in the center and lower right. The text 'OTHER/SPECIAL' is positioned in the middle-left area, appearing as if it's floating or slightly offset from the background.

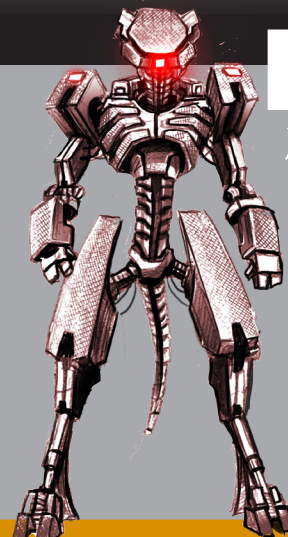
**OTHER/SPECIAL**



# B.I.O

Biomechanical Integrated Organism

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



## STATS

STR .....5  
DEX.....2  
FORT .....1  
INT .....0  
SENS.....3  
SUER .....0

## CLASS SKILL

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

## HEALTH

HP ..... 0\*  
ARMOR ... 25  
STABILITY...5  
Hit difficulty:



## COMBAT

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

## Other Combat

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

## Weapon

**MIMIC WEAPON:** can emulate normal weapon type and damage of any party member at will (excepting Zero kinetic/telepathic energy)

## SPECIAL POWER

### Emulation lvl1

Can use an effect of any technological power available from any party member/enemies

### Integration lvl1

Xeno brain integration at 50%  
+5 stability  
+1 Fortitude

### Emulation lvl2

Tech expert powers used get a boosted effect of +1d6 (Damage or duration)

### Integration lvl2

Xeno 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

Xeno 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.



