



SYNTHICIDE



SHIP & CHARACTER PACK 2
THE CONTRA

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	2	
COMBAT	0	
TOUGHNESS	-1	
INFLUENCE	2	
OPERATION	3	
NERVE	0	
SPEED	2	

1/2 SPEED + OTHER + 3 = ACTION POINTS

1 + - + 3 = 4

AWARENESS + SPEED = BATTLE REFLEX

2 + 2 = 4

HIT POINT TRACKER	MAX HP	40
	HP/LEVEL	5

UNSPENT TRAIT POINTS	2
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LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Shara Het (Female)	LEVEL	2
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION	CYNICISM	RESOLVE
Forgiveness is powerful	2 / 10	2 / 5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
-1	+ 5 + -	= 4
TOUGHNESS	OTHER	ARMOR DEFENSE
-1	+ 5 + -	= 7
	ARMOR WORN	SPEED RATING
	Combat vest	3

NERVE + OTHER = NERVE DEFENSE

0 + 5 + - = 5

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit rifle	1	3	-	12	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT SCOUNDREL

CHARACTER TRAITS

- **Dying Breed:** Can't mutate, +1 Attribute, bonuses at level 4 & 7.
- **(Driving) Spaceship Training:** Increase the velocity of spaceships you pilot by 4.
- **(Driving) Ground Car Training:** Increase the velocity of ground cars you drive by 4.
- **Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage.
- **Studios:** +1 Operation (already calculated)
- **Techless Will:** +3 to any Attribute for 1 turn, 3/day.
- **Influence Personnel:** Use highest Attribute when lying to security/corporate employees.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	-1	
COMBAT	1	
TOUGHNESS	-1	
INFLUENCE	0	
OPERATION	3	
NERVE	3	
SPEED	2	

1/2 SPEED + OTHER = ACTION POINTS
 $1 + - + 3 = 4$

AWARENESS + SPEED = BATTLE REFLEX
 $-1 + 2 = 1$

HIT POINT TRACKER	MAX HP	40
	HP/LEVEL	5

UNSPENT TRAIT POINTS	2
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LEVEL UP TRACKER (TRAIT POINTS GAINED)	
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Gear Mathis (Male)	LEVEL	2
BIOCLASS	Scraphead		
BODY TYPE	Organic	MIND TYPE	Rigged

MOTIVATION	CYNICISM	RESOLVE
Forgiveness is powerful	1 / 10	2 / 5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
-1	+ 5 + -	= 4
TOUGHNESS	OTHER	ARMOR
-1	+ 5 + -	+ 3
ARMOR WORN		SPEED RATING
Combat vest		3

NERVE + OTHER = NERVE DEFENSE
 $3 + 5 + - = 8$

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Fossil Rifle	+2	+5	-	6	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT SCOUNDREL

CHARACTER TRAITS

- **Hard brain:** Cannot learn psychic powers.
- **Cybernetic slot:** 1 brain slot for upgrades.
- **Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage
- **(Locks) Force Entry:** Can pick physical and digital locks with proper tools.
- **(Locks) Disable Alarms:** Can disable alarms that can be physically accessed.
- **(Medicine) Field Surgery:** AD 9, restore 20 HP for ₣4 of medical supplies.
- **(Medicine) Craft Drugs:** AD 9, craft drugs up to ₣60 for half price. Cannot make Illuminix.
- **Rifle Proficiency:** +1 ATT +1 DMG to rifles.
- **Influence Wanderers:** Use highest Attribute to lie to sharpers and dock masters.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	2	
COMBAT	1	
TOUGHNESS	1	
INFLUENCE	2	
OPERATION	2	
NERVE	0	
SPEED	2	

CHARACTER NAME	Hennessy Willik (Female)		LEVEL	2
BIOCLASS	Hardshell			
BODY TYPE	Rigged	MIND TYPE	Organic	

MOTIVATION	Don't get mad, get even	CYNICISM	4 / 10	RESOLVE	2 / 5
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TOUGHNESS	1	OTHER	-	TOUGHNESS DEFENSE	6
+ 5 +				=	
TOUGHNESS	1	OTHER	-	ARMOR DEFENSE	9
+ 5 +		ARMOR	3	=	
		ARMOR WORN	Combat Vest	SPEED RATING	3

NERVE	0	OTHER	-	NERVE DEFENSE	5
+ 5 +				=	

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit pistol	+2	+2	Guard	4	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

1/2 SPEED	1	OTHER	-	ACTION POINTS	4
+ 3 =					

AWARENESS	2	SPEED	2	BATTLE REFLEX	4
+				=	

HIT POINT TRACKER	MAX HP	48
	HP/LEVEL	6

UNSPENT TRAIT POINTS	2
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LEVEL UP TRACKER (TRAIT POINTS GAINED)	
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ASPECT SCOUNDREL	
CHARACTER TRAITS	
<ul style="list-style-type: none"> Servo Limbs: +1 Combat Cybernetic slots: 2 body slots for upgrades. Battle Opportunist: +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage (Investigation) Clue Finder: Examine a scene for AD 7, you and all allies get +2 Awareness to find clues. Studious: +1 Operation (already calculated) 	<ul style="list-style-type: none"> (Investigation) Tracker: Find persons/creatures. Roll against AD 6 + level, you and all allies get +2 Awareness and Influence on rolls made to locate them. Operate Cooking: Can stretch 1 meal into 2 with cooking. Use highest Attribute if using powers from the Cooking Knowledge Focus.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	1	
COMBAT	2	
TOUGHNESS	0	
INFLUENCE	0	
OPERATION	4	
NERVE	1	
SPEED	2	

1/2 SPEED + OTHER + 3 = ACTION POINTS

1 + - + 3 = 4

AWARENESS + SPEED = BATTLE REFLEX

1 + 2 = 3

HIT POINT TRACKER	MAX HP	48
	HP/LEVEL	6

UNSPENT TRAIT POINTS	2
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LEVEL UP TRACKER (TRAIT POINTS GAINED)	
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CHARACTER NAME	Tej Krit (Male)	LEVEL	2
BIOCLASS	Rigfiend		
BODY TYPE	Rigged	MIND TYPE	Rigged

MOTIVATION	CYNICISM	RESOLVE
Don't get mad, get even	3 /10	2 /5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
0	+ 5 + -	= 5
TOUGHNESS	OTHER	ARMOR
0	+ 5 + -	+ 3
ARMOR WORN		SPEED RATING
Combat Vest		3

NERVE + OTHER = NERVE DEFENSE

1 + 5 + - = 6

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit Pistol	+3	+3	Guard	4	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT SCOUNDREL

CHARACTER TRAITS

- Mod Focused:** Can't mutate or gain psychic powers.
- Cybernetic slots:** 2 brain and 4 body slots.
- Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage.
- (Computers) Cracking:** Beat AD Set by GM to access secured computer networks.
- (Computers) Systems Override:** Beat AD Set by GM to manipulate networked systems like cameras.
- Studious:** +1 Operation (already calculated)
- Influence Fear:** Use highest Attribute instead of Influence when making threats of violence.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	1	
COMBAT	2	
TOUGHNESS	1	
INFLUENCE	0	
OPERATION	0	
NERVE	-1	
SPEED	1	

1/2 SPEED + OTHER + 3 = ACTION POINTS

0 + - + 3 = 3

AWARENESS + SPEED = BATTLE REFLEX

1 + 1 = 2

HIT POINT TRACKER	MAX HP	44
	HP/LEVEL	5

UNSPENT TRAIT POINTS	2
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LEVEL UP TRACKER (TRAIT POINTS GAINED)	
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Dirk Hammon (Male)	LEVEL	2
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION	CYNICISM	RESOLVE
Live fast, die young	1 /10	2 /5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
1	+ 5 + -	= 6
TOUGHNESS	OTHER	ARMOR
1	+ 5 + -	+ 3
ARMOR WORN		
Combat Vest		
		ARMOR DEFENSE
		= 9
		SPEED RATING
		3

NERVE + OTHER = NERVE DEFENSE

-1 + 5 + - = 4

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Lvl 2 E.C. Sword	+3	+10	-	-	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT THUG	
CHARACTER TRAITS	
<ul style="list-style-type: none"> Mutant Dog: Start with mutations. Striking Weapon Proficiency: +1 ATT +2 DMG Brutal Strikes: When attacking with 2-handed striking weapons, take up to -2 ATT penalty for +2 DMG per penalty taken. Freakish Deformity: Leathery skin holes expose large muscle tissue. -1 Influence +1 Combat. Hibernation: Can slow metabolism. Sleep for 48 hours straight to skip eating. Must eat third day. 	<ul style="list-style-type: none"> Techless Will: +3 to any Attribute for 1 turn, 3/day. Influence Thieves: Use highest Attribute instead of Influence when lying to pirates and gangs.

