

REBELLION

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Rebellion* campaign module compatible with SWADE. Changes are highlighted in red.

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PROTESTOR

Attr: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4

Pace: 6; **Parry:** 4; **Toughness:** 4

Skills: Athletics d4, Fighting d4, Notice d4

Armor: None

Weapons: Improvised only

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REBEL, ASSAULT

Attr: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Skills: Athletics d8, Fighting d10, Notice d8, Shooting d10

Armor: Tactical suit (All +4; helmet 50% versus called head shot)

REBEL, EXPLOSIVES

Attr: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Skills: Athletics d10, Fighting d8, Notice d10, Repair d10, Shooting d8

Armor: Tactical suit (All +4; helmet 50% versus called head shot)

REBEL, SUPPORT

Attr: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 11 (4)

Skills: Athletics d6, Fighting d8, Notice d10, Shooting d12

Armor: Tactical suit (All +4; helmet 50% versus called head shot)

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SET UP

Before Lord Leohn arrives, the characters need to establish a safety zone free from explosives, traps, and possible locations for assassination. Due to the reclusive nature of the island, guns are a rarity. Instead of finding a shoot-out, the characters need to use their investigative skills to locate all potential threats. Due to the delicate nature of affairs throughout the world and the calm nature of those in Miragas, all non-combat skill rolls incur a (-2) penalty (not cumulative if choosing to perform a Dramatic Task). This is due to how careful the characters have to be to avoid upsetting the population.

The characters have three days to perform their investigation before Lord Leohn arrives. Each task they perform requires 1/2 day, and thus six tasks are possible. The characters must

succeed at five out of six tasks to prevent further complications upon Lord Leohn's arrival.

The available tasks should be customized according to what skills the characters possess. Each one should be fairly dramatic and can be combat or non-combat oriented. However, each one must have a defined purpose for the sake of keeping Lord Leohn safe. The five out of six requirement simply means the characters found all possible attempts to thwart Lord Leohn's efforts. If five are not met, then Lord Leohn is met with complications when he arrives. This may include an assassination attempt or even kidnapping. The complication is at the GM's discretion, but use the Rebel stats from page 13. Here is a list of possible tasks to be performed:

- **Bomb Squad:** The characters may use ~~Repair or some equivalent skill~~ to search the city-state for bombs or any type of explosive device planted to thwart Lord Leohn's campaign efforts. This can be done as a Dramatic Task or combat if the characters catch the individual planting the explosives. This can be used in conjunction with information gathering, such as Investigation or Streetwise, leading the characters to the location(s) of the bomb.
- **Communication Scrub:** It's feasible that someone could have installed intercepting devices throughout the island to retrieve messages from Lord Leohn's (or his administrations') handheld device. This could be a Dramatic Task using ~~Thievery~~ or Hacking from an electronics viewpoint or using ~~Research~~ or Notice as the characters search the island looking for mounted devices that don't belong or people with technology that could intercept phone calls.
- **Frontal Assault:** A group of rebels could have acquired an abandoned warehouse down by the docks and are storing equipment to make a frontal assault against Lord Leohn's guards (i.e. the characters). Information gathering could lead the characters to the warehouse where they storm the door and dispose of those inside.
- **Follow the Trail:** For particularly sloppy rebels, they may be wandering the streets, quite obviously, completely oblivious to the fact that the characters are there ahead of Lord Leohn's arrival. The characters could follow them, using a Dramatic Task with Tracking or a car chase, and apprehend the rebels before a fight breaks out.
- **Undercover:** The characters may choose a Stealth route and go undercover to infiltrate a group of rebels or lure them out into the open. Using a bit of subterfuge, the characters are able to locate the rebels and arrest them before any further action can be taken (such as planting explosives).
- **Abandoned Buildings:** Every city-state on Dansk has at least one abandoned building, if not dozens. These buildings

make optimal places for snipers or rebels planning something big. The characters could use **Research** or **Persuasion** as a Dramatic Task to find these abandoned buildings and board them up before the rebels can use them.

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SET UP

The characters arrive three days before Lord Leohn and have already been “volunteered” to help President Keueitt win back his military compound. The group of rebels within this compound is the only thing that stands in the way of keeping Lord Leohn safe for his campaign stop.

Mechanically, this is a Mass Battle. From a flavor standpoint, the characters have been recruited to aid in military tactics to lead whatever force Keueitt has left against the much larger force holding the military compound. If none of the characters have **Battle**, Keueitt offers his best commander to lead the battle, seeking tactical advice from the characters.

Fifteen of the original guerilla warriors joined the rebels. However, the rebel force is significantly larger, and the total number of soldiers at the compound now numbers 100. Including the characters, Keueitt is able to field a force of 40. Here’s the Mass Battle set-up:

- Keueitt’s force has a minor terrain advantage. This is due to the cover provided by the trees and the large clearing the military compound resides in. The rebels thus incur a (-2) penalty due to terrain.
- Unless the characters provide it, neither side has artillery or air support. However, the characters can requisition this before combat begins.
- For each tactical plan the characters come up with, they receive a +1 bonus to the **Battle** roll until Keueitt’s force is reduced by 50%. After that, the bonus is halved, rounded down.

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REBEL COMMANDER

Attr: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (4)

Skills: **Battle d6, Fighting d8, Notice d8, Shooting d8, Taunt d6**

Edges: Command, Fervor

L’NEL GUERRILLA COMMANDER

Attr: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Skills: **Battle d8, Fighting d10, Intimidation d12, Notice d8, Shooting d10, Taunt d10**

Edges: Command, Command Presence, Hold the Line!, Natural Leader

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SET UP

Three days before Lord Leohn arrives, the characters have a mighty task on their hands. There are numerous rebel organizations to quell in Ethium, and the mental state of the population is currently very volatile. If someone says the wrong thing, riots will most likely break out, leading to another burst of violence.

Because the characters are so incredibly outnumbered by rebels in Ethium, they are walking an extremely fine line and must use diplomacy to secure an area for Lord Leohn’s rally. This diplomacy could come in many forms, and mechanically this stop is much like the first.

The characters must perform various tasks to convince the population to put down their weapons and listen to what Lord Leohn has to say. Each task they perform requires 1/2 day, and thus six tasks are possible. The characters must succeed at five out of six tasks to prevent the rebels from once again rioting in the streets each day Lord Leohn speaks to the public.

The available tasks must be diplomatic in nature and should match what skills the characters possess, possibly the incorporation of their Edges, and whatever creative means the players can come up with. Each task is performed as a Dramatic Task with the standard (-2) penalty using an appropriate skill and creating an outcome that would favor Lord Leohn’s campaign rally. Here is a list of possible tasks to be performed:

- **Advertising:** The characters may use **Research** to create an advertising campaign that can run for the three days leading up to and running during Lord Leohn’s political rally. These advertisements should provide hope for the population and show Lord Leohn as a type of savior for all citizens of Dansk.
- **Inspect the City:** The characters may use Notice to travel throughout Ethium to get a feeling for what the city is like and what truly needs to be addressed. This can be translated into important aspects of Lord Leohn’s speech that in turn speaks “to the heart” of the citizens. This way, Lord Leohn has an idea of what Ethium needs from the government. An example could be discovering that a central railroad station is in desperate need of repair and updating to provide ample transportation to a large portion of the city’s inhabitants.
- **Hit the Streets:** The characters can use **Persuasion** to speak with the citizens and find out what their concerns are. This can then be relayed to Lord Leohn who can incorporate it into his speech and touch on subjects that are most important to the citizens of Ethium. Maybe the citizens are most concerned with government-funded health care.
- **Miniature Rallies:** The characters can use Persuasion to do their own miniature rallies where they build trust between the citizens and Lord Leohn. This allows the citizens

to open their minds to what Lord Leohn has to say. This can also be used in conjunction with other tasks to reiterate what the citizens truly want from a new planetary governor.

- **Eavesdropping:** Although not exactly diplomatic, eavesdropping using Notice or Stealth is non-confrontational and can be done to overhear conversations regarding the government. Maybe the characters learn more about the rebels and their motivations, or maybe they learn why so many citizens are quick to join the rebellion instead of siding with the planetary governor. Lord Leohn can use this to put their minds at ease.

- **Media Outlets:** The characters can use **Research** or **Hacking** to peruse the various media outlets to determine what headlines appear and what subjects are discussed the most often. This can be translated into understanding the citizens' concerns and what worries them the most.

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SET UP

The characters need to sweep the rally perimeters to find explosives hidden throughout. There are five land mines and the characters are allowed ten Notice rolls at (-4) to find them (they are hidden quite well). Group rolls are allowed, although only the lead character's Notice roll counts toward the ten. If a character has **Repair**, they may use that instead.

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DARK FACTOR ASSASSIN

Attr: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Skills: **Athletics** d8, Fighting d8, Intimidation d8, Notice d10, Shooting d10, Stealth d8, Taunt d6

Edges: Alertness, Assassin, Level Headed, Marksman, Steady Hands

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THE REBEL HEADQUARTERS

From the outside, a successful Notice roll shows that the building appears to have been reinforced by the rebels since they took over. Asking around in the neighborhood about when the rebels took the building leads to a lot of blank expressions. Even with a successful **Streetwise** or **Persuasion** roll, the characters find no one willing to talk to them about the rebel headquarters. However, a successful Intimidation roll at (-2) produces the rumor that the rebels are believed to have moved in there six months prior.

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DEMON BEAST

The demon beasts are an extremely violent and hostile ancient race. They look like hairless gorillas with the head of a mandrill with sharp, glowing red eyes and blood dripping from their razor-sharp claws and elongated teeth. They vocalize like

a wolf and bask in the thrill of killing anyone that doesn't look like them.

Attr: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Pace: 4; **Parry:** 8; **Toughness:** 8

Skills: **Athletics** d12, Fighting d12, Intimidation d10, Notice d12, Stealth d8

Armor: None

Weapons: Bite/Claw (Str+d6, AP 4)

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DEMON BEAST LEADER

The demon beasts' leader is a monstrous version of the beasts, with an incredible appetite for fresh meat.

Attr: Agility d8, Smarts d4, Spirit d8, Strength d12+4, Vigor d12

Pace: 6; **Parry:** 8; **Toughness:** 10

Skills: **Athletics** d12, Fighting d12, Intimidation d10, Notice d12, Stealth d8

Armor: None

Weapons: Bite/Claw (Str+d6, AP 4)

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Halilupa Army

When: After the rioting has escalated to a rebellion

Where: Bevmore, Dansk

In the arctic region of Dansk sits a massive glacial region called Bevmore. Stretching hundreds of miles in every direction, this glacial region has been frozen for as long as the gemini have inhabited the planet. However, these glaciers hold many untold stories from Dansk's past and are a rich source of natural resources. Mining these resources is not a task to be taken lightly and many perished in their efforts to do so. Instead, the House purchased a large group of halilupas to work in conditions that no gemini could survive long enough to mine these natural resources and hopefully discover more about Dansk's past.

Halilupas are artificially intelligent and only do what they're programmed to do. When purchased, they were all programmed to do mining and recovery functions for the natural resources and anything they found within those resources. However, the rebels managed to infiltrate the mine, hack into the halilupas central programming software, and reprogram them for warfare. They have yet to find a way to get the constructs off Bevmore, and no one wants to give them that chance.

The House cannot pull together a formidable force to stop this halilupa army, so they have requested that all available mercenary forces be sent to the area to deal with the threat. Cost is a big concern, and the House doesn't really want all the halilupas destroyed (they cost a lot to replace). Thus, they

hope that one of the mercenary forces can find a way to turn the halilupas back into miners instead of soldiers.

Mechanically, **Halilupa Army** is a Mass Battle with one caveat: a character with Hacking can reprogram the halilupas. This must be done during the Mass Battle. Here is the set-up:

- There are a total of 100 halilupas and 50 assembled mercenaries.
- Neither side has air support, and artillery is too heavy and slow to be brought onto Bevröre.
- Neither side has terrain advantage.
- The rebel hacker leading the halilupa army has **Battle** d6.
- Unless one of the characters has **Battle**, another allied mercenary has it at d8.

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Save Camille

When: After the rioting has escalated to a rebellion

Where: Camille, Dansk

Camille is under attack from a huge force of rebels. They are getting dangerously close to President Tintissi's mansion and the Presidential Grounds where all government activity occurs. The festoon is not equipped to lead a battle such as this and has sent out a desperate plea for help. Lord Leohn has answered that plea and is sending the characters in to lead the battle.

Save Camille is a Mass Battle pitting the Camille Army against a much larger rebel force. (See page xx for stats on the rebels.) President Tintissi has a fairly small force compared to the rebels, but they do have a few advantages. For one, they are better equipped and trained compared to the rebels. Two, they are supported by a fortification. And three, they have emplacements along their fortification to provide artillery support. From a mechanical standpoint, here's the set-up:

- The rebels have 10,000 soldiers as a mixture of assault, long range, and support personnel.
- The Camille Army has 4,000 soldiers. They are few in number, but considered elite and highly trained. They are truly only a defensive force.
- The area now being attacked is a large fortification. This provides them with a +2 bonus to Morale checks.
- The Camille Army is supported by medium artillery. This provides them with a +2 bonus to **Battle** checks.
- The Rebel commander (from page xx) has **Battle** d6.
- Unless one of the characters has **Battle**, the Camille Army commander has **Battle** d8.

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INVESTIGATE THE REBELS

Weapons aren't really allowed in Underwater Labs. Although the walls are built to withstand the pressure of being so deep beneath the sea level, a stray bullet could easily jeopardize the integrity of those walls and cause the entire facility to implode from the water pressure. It's a very delicate design. Instead, when security personnel are required, they must carry shocksticks or electrosticks that can incapacitate an intruder, but can't damage the structural integrity of the facility. Smaller hand weapons, such as switchblades, would be easy to conceal, but anything large would be noticed right away and confiscated. However, for this investigation, the characters probably won't need weapons anyway.

Investigating the newcomers to determine they're rebel leaders is done through a series of Dramatic Tasks. Because the characters are at least Heroic Rank, these Dramatic Tasks require eight successes in seven rounds with a (-3) difficulty modifier. Each character must perform their own Dramatic Task and if any of them fail, the characters' snooping around is discovered and they are escorted from the facility. Transportation is arranged to have them brought back to Machenko and they're never allowed into the facility again (at least not until the rebellion is completely over). The pay they would have received is forfeit and someone else is given the job.

Each character is free to define what their Dramatic Task is and what skill is involved in performing it. Cooperative Rolls are not allowed as each character must perform their own Dramatic Task. The only other requirement is that whatever each character is doing must coincide with investigating the rebel leaders. Here are some possibilities:

- **Surveillance:** Using **Electronics**, the character may establish surveillance equipment to monitor the rebels' activities or find a way to watch them through the facilities security equipment.

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BARTHOLOMEW TREVOR

Bartholomew is a charismatic psion who wishes to create his own nation.

Attr: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (4)

Skills: **Athletics** d6, **Fighting** d8, **Intimidation** d10, **Notice** d10, **Persuasion** d10, **Psionics** d12, **Shooting** d6, **Taunt** d10

Edges: Charismatic, Danger Sense, Mentalist

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T3. TOWER LEVEL #3 – LAB STORAGE

Much of the bi-products from and material for the research labs is stored on Level 3 in secured crates, locked cases, and large barrels. The kalozians have been breaking open these

containers to see what's inside. As all the containers are secured, opening them proves difficult (incurring a (-4) penalty to **Thievery** without the security cards) and thus their warriors work diligently to pry them open. A passage leads down to level 2 with another leading up to Level 4.

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REACHING THE LABORATORY

To reach the laboratory deep in the wetlands, the characters must procure one- or two-seat hovercrafts. The wetlands are flooded with thick, muddy water that isn't very deep. Additionally, there are many obstacles to go around, through, and over that a boat cannot handle. Although this area shouldn't be terribly difficult to traverse with a hovercraft, GMs may optionally request Boating rolls to be made with fun consequences, such as falling off and landing in mud, on a failure.

Finding Mirth's headquarters is easy given the bridge that travels from the land to the facility; finding the laboratory is not as easy and requires a Dramatic Task using Notice, **Research**, or Boating depending on how the characters are going about finding it (e.g. by searching, using satellite pictures, or superb boating skills).

The characters find a large, warehouse-like building atop a temporary dock system anchored into the wetlands. To the west a line of six hovercrafts can be found (these are used by those inside). However, the characters can park theirs on the east side and quietly sneak aboard. Doing so requires each character to perform a Dramatic Task using Stealth. If two characters are riding the same hovercraft, then they can make a single Dramatic Task using a Cooperative Roll. If the characters choose to avoid a stealthy approach, they immediately raise an alarm and the twelve individuals inside flee.

If every Dramatic Task was successful, the characters can quietly move toward the door of the warehouse and peek inside. No rolls are necessary, and the characters find twelve gemini with six wearing military gear (the rebels) and six wearing regular clothes (the engineers). A side door can be seen that leads to the dock where the hovercraft are kept. When the characters make their presence known, the rebels and the engineers flee by leaving through the side door and getting on their hovercraft. This can then be run as a chase scene. Operating the hovercraft uses Boating.

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NOVICE AGENT – ASSAULT

Assault agents specialize in medium range assault weapons.
Attr: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)
Skills: Athletics d8, Driving d4, Fighting d8, Notice d6, Riding d6, Shooting d8
Hindrances: Curious, Loyal, Vow (Dark Factor)
Edges: Quick, Quick Draw, Rock and Roll!

NOVICE AGENT – BREAKER

Breaker agents specialize in explosives and flushing enemies from cover.

Attr: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6
Pace: 6; **Parry:** 5; **Toughness:** 8 (2)
Skills: Athletics d6, Fighting d6, Notice d6+2, Repair d8, Riding d6, Shooting d6, Taunt d6
Hindrances: Bloodthirsty, Loyal, Vow (Dark Factor)
Edges: Alertness, Brawny, Danger Sense

NOVICE AGENT – EXTRACTION

Extraction agents specialize in quick, short ranged attacks, using hit and run techniques and dual-wielding.

Attr: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)
Skills: Athletics d8, Fighting d8, Notice d6, Riding d6, Shooting d8, Stealth d6, Taunt d4
Hindrances: Bloodthirsty, Loyal, Vow (Dark Factor)
Edges: Ambidextrous, Extraction, Two-Fisted

NOVICE AGENT – LONG RANGE SUPPORT

Long range support agents specialize in long range, high-powered weapons.

Attr: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)
Skills: Athletics d6, Driving d4, Fighting d8, Notice d8+2, Riding d6, Shooting d8
Hindrances: Arrogant, Loyal, Vow (Dark Factor)
Edges: Alertness, Danger Sense, Steady Hands

NOVICE AGENT – MELEE

Melee agents specialize in hand-to-hand combat.

Attr: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
Pace: 6; **Parry:** 7; **Toughness:** 7 (2)
Skills: Athletics d6, Fighting d8, Notice d6, Riding d6, Shooting d6, Taunt d8
Hindrances: Arrogant, Loyal, Vow (Dark Factor)
Edges: Acrobat, First Strike, Florentine

SEASONED AGENT – ASSAULT

Assault agents specialize in medium range assault weapons.

Attr: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6
Pace: 6; **Parry:** 6; **Toughness:** 9 (4)
Skills: Athletics d10, Driving d6, Fighting d8, Notice d6, Riding d6, Shooting d10
Hindrances: Curious, Loyal, Vow (Dark Factor)
Edges: Ambidextrous, Combat Reflexes, Quick, Quick Draw

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SEASONED AGENT – BREAKER

Breaker agents specialize in explosives and flushing enemies from cover.

Attr: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d6
Pace: 6; **Parry:** 5; **Toughness:** 10 (4)
Skills: Athletics d8, Fighting d6, Notice d6+2, Repair d8, Riding d6, Shooting d8, Taunt d6
Hindrances: Bloodthirsty, Loyal, Vow (Dark Factor)

Edges: Alertness, Brawny, Combat Reflexes, Danger Sense, Improvisational Fighter

SEASONED AGENT – EXTRACTION

Extraction agents specialize in quick, short ranged attacks, using hit and run techniques and dual-wielding.

Attr: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (4)

Skills: Athletics d10, Fighting d10, Notice d6, Riding d6, Shooting d10, Stealth d8, Taunt d4

Hindrances: Bloodthirsty, Loyal, Vow (Dark Factor)

Edges: Ambidextrous, Extraction, QuickDraw, Two-Fisted

SEASONED AGENT – LONG RANGE SUPPORT

Long range support agents specialize in long range, high-powered weapons.

Attr: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Skills: Athletics d8, Driving d4, Fighting d8, Notice d10+2, Riding d6, Shooting d10

Hindrances: Arrogant, Loyal, Vow (Dark Factor)

Edges: Alertness, Danger Sense, Marksman, Steady Hands

SEASONED AGENT – MELEE

Melee agents specialize in hand-to-hand combat.

Attr: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Pace: 6; **Parry:** 9; **Toughness:** 10 (4)

Skills: Athletics d8, Fighting d10, Notice d6, Riding d6, Shooting d8, Taunt d8

Hindrances: Arrogant, Loyal, Vow (Dark Factor)

Edges: Acrobat, Block, First Strike, Florentine

GUARD

Guards travel in pairs along with a guard dog.

Attr: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Skills: Fighting d8, Notice d8, Shooting d8, Survival d6

Edges: Alertness

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GUERRILLA

Guerrillas are blood-thirsty thugs-for-hire that only care about getting paid.

Attr: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Skills: Athletics d8, Fighting d8, Notice d8, Shooting d8, Stealth d10

Edges: Danger Sense, Extraction, Improved Extraction, Level Headed

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KALOZIAN ENGINEER

Kalozian engineers are the masters of the cybernetics. They have many augmentations but are not really designed for combat.

Attr: Agility d6, Smarts d12, Spirit d4, Strength d6, Vigor d8

Pace: 6; **Parry:** 4; **Toughness:** 10 (4)

Skills: Fighting d4, Healing d8, Notice d8+2, Science d10, Repair d10, Shooting d4

Armor: Body glove (All +4)

Weapons: Assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), metal gauntlet (Str+d4)

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OTHYAVIKA ENGINEER

Othyavika engineers are tasked with caring for the spaceship.

Attr: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 8 (2)

Skills: Athletics d4, Fighting d4, Intimidation d4, Notice d10, Psionics d6, Repair d10

Armor: Moss-like Skin (All +2)

Weapons: Bite/claws (Str+d6), Improvised Tools