

## Blake – "Nogen der har lidt urt?"



Cockroach / Speedster

Hang til urt, sprut og altid sulten.

Kæreste ejendel er sin Katana, som han kalder "Mein Lieberkind".

Blake er udadtil et yderst roligt gemyt, med en meget tilbagelænet stil. I kamp, eller anden situation som udvikler sig i en helbredstruende retning, får piben dog en anden lyd, og de fleste når næppe at registre hvad der sker, før det går op for dem at de ligger på gulvet og stirrer op på deres eget hovedløse legeme...

Derudover samler Blake manisk på alle ting der har en kraftig duft/stank. Han forsøger at skjule det for de andre, men det kan være svært med de ofte undefinerbare dunste der som resultat omgiver ham, eller hvis genstanden er uforholdsmæssig stor...

Blake er vokset op under køkkenvasken i Sammy Jo's hus, og er tilstødt gruppen ved et helt usædvanligt tilfælde.

1	<b>NAME</b>	<b>XP</b>	<b>LEVEL</b>
	Blake	5000	7

1a	<b>ORIGIN 1 (FIRST)</b>	<b>ORIGIN 2 (SECOND)</b>
	Cockroach	Speedster

1b	<b>TRAITS</b>
	<i>Cockroach:</i> Constitution; Bio; +2 to bio overcharge; +4 bonus to Mechanics checks; +2 bonus to Reflex; You can climb your speed. You can't attack while climbing.
	<i>Speedster:</i> Dexterity; Psi; +2 to psi overcharge; +4 bonus to Acrobatics checks; +2 bonus to Reflex; +2 bonus to speed while wearing light armor or no armor.
	<b>CRITICAL (LEVEL 2):</b> Cockroach Critical
	<b>CRITICAL (LEVEL 6):</b> Speedster Critical

1c	<b>POWERS</b>
	<b>Novice Primary:</b> Eau De Roach
	<b>Novice Secondary:</b> Quick Attack
	<b>Utility (Level 3):</b> Hard To Kill
	<b>Expert (Level 5):</b> Opportunistic Meal
	<b>Utility (Level 7):</b> Whizzer
	<b>Expert (Level 9):</b> Swift Pummel
	<b>Uber Feature (Level 10):</b> Unassigned

2	<b>ABILITY SCORES (+MODIFIER)</b>
	<b>STR:</b> 16 (+3) <b>DEX:</b> 16 (+3) <b>WIS:</b> 10 (+0)
	<b>CON:</b> 18 (+4) <b>INT:</b> 11 (+0) <b>CHA:</b> 14 (+2)

3	<b>SKILLS</b>				
	Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus
	Acrobatics	Dexterity	+3	+4	+14
	Athletics	Strength	+3		+10
	Conspiracy	Intelligence	+0		+7
	Insight	Wisdom	+0		+7
	Interaction	Charisma	+2		+9
	Mechanics	Intelligence	+0	+4	+11
	Nature	Wisdom	+0		+7
	Perception	Wisdom	+0	+4	+11
	Science	Intelligence	+0		+7
	Stealth	Dexterity	+3		+10

21	<b>Perception</b> Passive	<b>Insight</b> Passive	<b>17</b>
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4	<b>GEAR</b>
	<b>Armor:</b> Light Armor
	<b>Melee:</b> Light Two-handed Melee
	<b>Ranged:</b> Light One-handed Ranged
	<b>Other:</b> Explorer's kit, Camera, digital, Handcuffs, steel, Duct tape, Water purifier (water not included)

5a	<b>HIT POINTS</b>	<b>CURRENT HIT POINTS</b>	
	Hit Points	Bloodied	
	<b>60</b>	<b>30</b>	
	Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**SPEED:** 8

Speed: 6 / Speedster +2

5b	<b>23</b>	<b>AC</b>	
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AC: 10 / Level: 7 / Armor: 3 / Dex (+3)

<b>21</b>	<b>FORTITUDE</b>	
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(Str or Con Modifier)

<b>24</b>	<b>REFLEX</b>	
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Fort: 10 / Level: 7 / Con (+4)

<b>19</b>	<b>WILL</b>	
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Ref: 10 / Level: 7 / Cockroach: +2 / Speedster: +2 / Dex (+3)

(Wis or Cha Modifier)

Will: 10 / Level: 7 / Cha (+2)

5c	<b>INITIATIVE: +10</b>
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Initiative: Level: 7 / Dex: (+3)

<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+13	Unarmed Quick Attack	1d4	+10
+13	Unarmed Powerful	1d8	+11
+13	Light Two-handed Melee	1d12	+10
+13	Light One-handed Ranged (5)	1d8	+10

5d	<b>VOCATIONS</b>
	<b>Level 4:</b> Tribal Scout - Peepa
	<b>Level 7:</b> Tribal Scout - Zippy
	<b>Level 10:</b> Unassigned

6 You begin with **2 Alpha Mutation** cards and **1 Omega Tech** card.

7	<b>CRYPTIC ALLIANCE</b>
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**COCKROACH** 

**YOU'RE A MUTATED, SENTIENT BUG**

*You're a huge cockroach! From a distance, your exoskeleton looks like a long coat. You've got antennae, bug eyes, and spindly limbs.*

**COCKROACH TRAITS**


**Mutant Type:** Constitution; Bio; +2 to bio overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Mechanics checks.

**Scurry and Skitter (Level 1):** Gain a +2 bonus to Reflex.

**Bug Legs (Level 1):** You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.

**Cockroach Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +4 bonus to AC until the end of your next turn.

**SPEEDSTER** 

**EVERYONE MOVES LIKE MOLASSES**

*You are long-limbed and slim, and you're always hungry due to your heightened metabolism.*

**SPEEDSTER TRAITS**


**Mutant Type:** Dexterity; Psi; +2 to psi overcharge.

**Skill Bonus (Level 1):** Gain a +4 bonus to Acrobatics checks.

**Just a Blur (Level 1):** Gain a +2 bonus to Reflex.

**Blinding Speed (Level 1):** Gain a +2 bonus to speed while wearing light armor or no armor.

**Speedster Critical (Level 2 or 6):** When you score a critical hit, you can make a basic attack as a free action.

**EAU DE ROACH** 

**COCKROACH NOVICE**


*You spit at your foe. The spit is a combination of excrement, scent gland fluid, regurgitated food and stomach acid. Yep, it's nasty.*

**At-Will** ☉ Acid, Bio  
**Standard Action**    **Melee 1**

**Target:** One creature

**Attack:** Constitution + your level vs. Fortitude

**Hit:** 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

**HARD TO KILL** 


**COCKROACH UTILITY**

*When others count you out, your roach exoskeleton gives you a second chance.*

**Encounter** ☉ Bio, Healing  
**Immediate Interrupt**    **Personal**

**Trigger:** You drop to 0 hit points

**Effect:** You regain hit points equal to 10 + your level.

**OPPORTUNISTIC MEAL** 

**COCKROACH EXPERT**

*You never know when your next meal might be.*

**Encounter** ☉ Acid, Bio  
**Free Action**    **Melee 1**


**Trigger:** You end your turn adjacent to a prone creature

**Target:** The triggering creature

**Attack:** Constitution + your level vs. Fortitude

**Hit:** 2d12 + Constitution modifier + twice your level acid damage.

**Miss:** Half damage.

**QUICK ATTACK** 

**SPEEDSTER NOVICE**

*You move and strike and move before your foe even knows it's being attacked.*


**Encounter** ☉ Psi, Physical, Weapon  
**Standard Action**    **Melee or Ranged** weapon

**Target:** One creature

**Effect:** You can shift 2 squares before the attack.

**Attack:** Dexterity + your level + weapon accuracy vs. AC

**Hit:** 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

**WHIZZER** 

**SPEEDSTER UTILITY**

*You become a blur as you race across the ground.*

**Encounter** ☉ Psi  
**Minor Action**    **Personal**

**Effect:** You shift your speed.