

**DEX – “At være eller ikke være... Den Froghemoth har i hvert fald ikke tænkt sig at lade os være!!!”**



**Ectoplasmic /Android**

DEX er ikke bare en maskine... DEX er en spøgelses maskine... Ikke så mærkeligt at den bærer rundt på nogle ret heftige og ubesvarede eksistentielle spørgsmål!

DEX husker kun tiden fra at Sammy Jo som ganske ung, efter hendes eget udsagn, drømte den frem.

På grund af sine dybe filosofiske overvejelser er DEX meget interesseret, grænsende til det maniske, i alt teknologi fra, og bevisbyrd for, tiden før TBM (The Big Mistake) og The Ancients. Måske der ligger et svar derude og venter et sted? Måske der er en mening med dens tilværelse? Måske der er et bestemt formål med den?

Den er i særdeleshed knyttet til Sammy Jo, som ikke blot var hende som skabte den, men som også igennem sit lederskab og eventyrlyst, må være hende som bringer den tættere sine svar?

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

1a	<b>ORIGIN 1 (FIRST)</b>	<b>ORIGIN 2 (SECOND)</b>
	Ectoplasmic	Android

1b	<b>TRAITS</b>
	<i>Ectoplasmic:</i> Wisdom; Dark; +2 to dark overcharge; +4 bonus to Perception checks; While you're bloodied, you gain resist 5 to all damage.
	<i>Android:</i> Intelligence; Dark; +2 to dark overcharge; +4 bonus to Science checks; +2 bonus to Fortitude; You do not need to eat, drink, or breathe.
	<b>CRITICAL (LEVEL 2):</b> Ectoplasmic Critical <b>CRITICAL (LEVEL 6):</b> Android Critical

1c	<b>POWERS</b>
	<b>Novice Primary:</b> Ectoplasmic Plunge
	<b>Novice Secondary:</b> Machine Grip
	<b>Utility (Level 3):</b> Phase Out
	<b>Expert (Level 5):</b> Scattered Essence
	<b>Utility (Level 7):</b> Be My Battery
<b>Expert (Level 9):</b> Dark Energy Meltdown	
<b>Uber Feature (Level 10):</b> Unassigned	

2	<b>ABILITY SCORES (+MODIFIER)</b>					
	<b>STR: 10</b>	<b>(+0)</b>	<b>DEX: 9</b>	<b>(-1)</b>	<b>WIS: 18</b>	<b>(+4)</b>
	<b>CON: 9</b>	<b>(-1)</b>	<b>INT: 16</b>	<b>(+3)</b>	<b>CHA: 16</b>	<b>(+3)</b>

3	<b>SKILLS</b>				
	Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus
	Acrobatics	Dexterity	-1		<b>+6</b>
	Athletics	Strength	+0		<b>+7</b>
	Conspiracy	Intelligence	+3		<b>+10</b>
	Insight	Wisdom	+4	+2	<b>+13</b>
	Interaction	Charisma	+3	+2	<b>+12</b>
	Mechanics	Intelligence	+3		<b>+10</b>
	Nature	Wisdom	+4		<b>+11</b>
	Perception	Wisdom	+4	+8	<b>+19</b>
	Science	Intelligence	+3	+4	<b>+14</b>
	Stealth	Dexterity	-1		<b>+6</b>

<b>29</b>	<b>Perception</b> Passive	<b>Insight</b> Passive	<b>23</b>
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4	<b>GEAR</b>
	<b>Armor:</b> No Armor
	<b>Melee:</b> Heavy One-handed Melee
	<b>Ranged:</b> Heavy Two-handed Ranged
<b>Other:</b> Explorer's kit, Water purifier (water not included), Gas mask, Winter outfit, Water purifier (water not included)	

5a	<b>HIT POINTS</b>	<b>CURRENT HIT POINTS</b>
	Hit Points <b>51</b>	Bloodied <b>25</b>
	Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**SPEED: 6**

Speed: 6

5b	<b>20</b> AC	AC: 10 / Level: 7 / Armor: 0 / Int (+3)
	<b>19</b> FORTITUDE	(Str or Con Modifier) Fort: 10 / Level: 7 / Android: +2 / Str (+0)
	<b>20</b> REFLEX	(Dex or Int Modifier) Ref: 10 / Level: 7 / Int (+3)
	<b>21</b> WILL	(Wis or Cha Modifier) Will: 10 / Level: 7 / Wis (+4)

5c **INITIATIVE: +6**


Initiative: Level: 7 / Dex: (-1)

<b>ATTACKS</b>			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+13	Unarmed Quick Attack	1d4	+10
+9	Unarmed Powerful	1d8	+7
+9	Heavy One-handed Melee	1d10	+7
+9	Heavy Two-handed Ranged (10)	2d8	+7

5d	<b>VOCATIONS</b>
	<b>Level 4:</b> Diplomat - Negotiator
	<b>Level 7:</b> Diplomat - Peacekeeper
<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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**ECTOPLASMIC** 

**YEP, YOU'RE A GHOST!**

*You only partly exist in this world. People can see through your body, and you give them the "willies."*


**ECTOPLASMIC TRAITS**

**Mutant Type:** Wisdom; Dark; +2 to dark overcharge.

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

**Ghostly (Level 1):** While you're bloodied, you gain resist 5 to all damage.

**Ectoplasmic Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and you regain hit points equal to your level + 2.

**ANDROID** 

**YOU WERE MADE, NOT BORN**

*Your metallic body parts draw attention before people notice one of your eyes is a flickering LED.*

**ANDROID TRAITS**


**Mutant Type:** Intelligence; Dark; +2 to dark overcharge.

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

**Built to Last (Level 1):** Gain a +2 bonus to Fortitude.

**Machine Powered (Level 1):** You do not need to eat, drink, or breathe.

**Android Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage to you until the end of the encounter.

**ECTOPLASMIC PLUNGE** 

**ECTOPLASMIC NOVICE**

*You separate your molecules and plunge through an opponent. Sometimes you leave a slime trail.*


**At-Will** ☉ Dark, Psychic  
**Standard Action**    Melee Touch

**Target:** One creature

**Attack:** Wisdom + your level vs. Reflex

**Hit:** 2d8 + Wisdom modifier + twice your level psychic damage.

**Effect:** You shift 2 squares to any unoccupied square adjacent to the target.


**PHASE OUT** 

**ECTOPLASMIC UTILITY**

*You shift your atoms out of sync, which allows you to pass through solid objects.*

**Encounter** ☉ Dark  
**Minor Action**    Personal

**Effect:** Until the end of your next turn, you ignore difficult terrain, you can move through enemies' squares, and you can move through blocking terrain. You must still end your movement in an unoccupied square.

**SCATTERED ESSENCE** 

**ECTOPLASMIC EXPERT**

*An enemy's attack disrupts your concentration, causing realities to momentarily collapse.*

**Encounter** ☉ Dark, Psychic  
**Immediate Reaction**    Close burst 3


**Trigger:** An enemy bloodies you

**Target:** Each creature in burst

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

**Hit:** 3d6 + Wisdom modifier + your level psychic damage, and the target is dazed until the end of your next turn.

**Effect:** You shift 3 squares to any unoccupied square in the burst.

**MACHINE GRIP** 

**ANDROID NOVICE**


*When you get a hand on an enemy, your grip tightens like a steel-jawed vise.*

**At-Will** ☉ Dark, Physical  
**Standard Action**    Melee 1

**Target:** One creature

**Attack:** Intelligence + your level vs. Reflex

**Hit:** 1d10 + Intelligence modifier + twice your level physical damage, and the target is immobilized until the start of your next turn. If you move to a square that isn't adjacent to the target, the immobilization ends.

**BE MY BATTERY** 

**ANDROID UTILITY**

*You transform energy attacks into reserve energy you use to protect and repair yourself.*

**Encounter** ☉ Dark  
**Immediate Interrupt**    Personal

**Trigger:** You take electricity, fire, laser or radiation damage

**Effect:** You gain immunity to the triggering damage type until the start of your next turn. You also gain temporary hit points equal to 10 + your Intelligence modifier.