

## Pre-generated Heroes for Rise of the Sathar Adventure

### Tex O'Reilly

**Description:** Tex is a tall man who looks to be in his mid-twenties in appearance, and has a lean build. He has longish blond hair, green eyes, and a very expressive face. Tex generally dresses in a pair of dark blue coveralls, with calf high hard soled boots, and a utility vest over that. He wears a standard holster, and likes to wear a white cowboy hat.

**Race:** Human      **Profession:** Bounty Hunter      **Level:** 1      **EP:** 36  
**Str:** 12 (+1)   **Ag:** 14 (+2)   **Sta:** 17 (+3)      **Log:** 13 (+1)   **Int:** 13 (+1)   **Per:** 12 (+1)   **App:** 12 (+1)  
**Psyche:** 4      **Reputation:** 2 (-4)

**Combat Modifier:** +2      **Initiative Modifier:** +3  
**Resistance Rolls: Fortitude:** +5      **Reflex:** +4      **Will:** +1  
**Armor worn:** Skien/reflective weave bodysuit      **DR:** 14/(d) 12

**Ranged weapon:** 9mm heavy auto pistol   **Range:** 40'      **Damage:** 1d12   **In:** +3   **Hit:** +3   **Dmg:** +0   **DR:**

**Primary weapon:** Stun baton      **Damage:** stun\*\*   **In:** +3   **Hit:** +2   **Dmg:** +1   **DR:**  
**Secondary weapon:** Vibro knife      **Damage:** 2d4      **In:** +3   **Hit:** +2   **Dmg:** +1   **DR:**

**Unarmed attack:** Punch      **Damage:** 1-2   **In:** +3   **Hit:** +2   **Dmg:** +1   **DR:**  
**Unarmed Attack:** Kick      **Damage:** 1-3   **In:** +3   **Hit:** +2   **Dmg:** +1   **DR:**

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

**Combat Abilities:** On a natural 20 Tex gains a free attack against an off balanced opponent at +2 to hit. Skien/reflective weave bodysuits reduce damage from physical attacks and lasers by -1pt/die of damage and can reduce damage to 0 points/die. By expending an action in the beginning of the round before initiative is rolled Tex gains a +2 bonus to his Defensive rating for the round including his Defensive rating against traps, and increases his Reflex saves by +2.

**Merits/Flaws:** Alertness, Glibness, Luck

**Skills:** Appraise +1, Bluff +2, Climb +2, Computers +2, Drive +3, First aid +2, Intimidation +2, Gather information: +2, Hide +3, Knowledge: Local gossip +2, Knowledge: Local law +2, Listen +2, Move silently +3, Repair +2, Search +2, Sense motive +2, Spot +2, Swim +2, Use technology +2, Weapons: Beam, Weapon: Grenades, Weapons: Melee, Weapon: PGS

**Feats:** Dodge

**Languages:** Pan-Gal, Vrusk, Dralaside\*, Yazirian\*, Humma\*, Osakar\*, Ifsnit\*

\*These languages are known due to a polyvox

### Special abilities

**Alertness:** Tex is blessed with a combination of peripheral vision, good hearing, and mental stamina that makes him very resistant to surprise. He gains a +4 bonus to his spot checks to avoid surprise and gains a +2 to any Reflex saves that he makes (Already added).

**Glibness:** If Tex can speak the same language as his listeners he can shift the targets reactions by one place towards being friendly on a successful Personality check (DC: 16).

**Luck:** Tex may once/adventure reroll one die roll and take whichever roll is more favorable.

### Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1<sup>st</sup> level they gain an additional Skill. This is due to humans thirst for knowledge.

**Move/round:** 32'

**Equipment carried:** Duraplas Identocard, Chronocom, Standard polyvox, Data pad/reader, Sun glasses, Utility vest, flashlight, 2 pairs of Handcuffs (magnetic grappers), Holster, 10 ammo clips

**Personal wealth:** 10,570cr

### Special equipment

**Antishock implant:** +4 to Fortitude Resistance rolls to avoid stunning

**Notes:** Tex was born on Thesius and had a relatively normal life. However Tex has always dreamed of one day leaving Thesius and trying to make a life for himself in some colony where he could build a ranch and ride horses like the great heroes he read about in holo-novels. Tex has adopted the cowboy lifestyle and has become a bounty hunter in order to save enough money to one day fulfill his dream.

---

### Ch'ting

**Description:** Ch'ting looks almost indistinguishable from most Vrusk, however his carapace still retains a hint of a blue and his joints are a yellow-orange in hue that betray the fact that Ch'ting is still not a full adult. Ch'ting wears a utility vest and has a double holster where he keeps his two laser pistols.

**Race:** Vrusk      **Profession:** Bounty hunter  
**Str:** 15 (+2) **Ag:** 18 (+4) **Sta:** 14 (+2)  
**Psyche:** 12

**Level:** 1      **EP:** 45  
**Log:** 10 (+0) **Int:** 13 (+1) **Per:** 9 (-1) **App:** 9 (-1)  
**Reputation:** 0 (-5)

**Combat Modifier:** +3  
**Resistance Rolls: Fortitude:** +4      **Reflex:** +6  
**Armor worn:** Micromesh shirt

**Initiative Modifier:** +5  
**Will:** +1  
**DR:** 18/(d) 14

**Ranged weapon:** Laser pistol (2)      **Range:** 40'  
**Ranged weapon:** Adhesive grenades (2)      **Range:** 30'

**Damage:** 2d10 **In:** +7 **Hit:** +6/+1 **Dmg:** +0 **DR:**  
**Damage:** Ent\* **In:** +5 **Hit:** +5 **Dmg:** +0 **DR:**

**Primary weapon:** Vibro knife  
**Secondary weapon:** Contact stunner\*\*

**Damage:** 2d4 **In:** +5 **Hit:** +3 **Dmg:** +2 **DR:**  
**Damage:** stun **In:** +5 **Hit:** +3 **Dmg:** +2 **DR:**

**Unarmed attack:** Punch  
**Unarmed Attack:** Kick

**Damage:** 1-2 **In:** +5 **Hit:** +1 **Dmg:** +2 **DR:**  
**Damage:** 1-3 **In:** +5 **Hit:** +1 **Dmg:** +2 **DR:**

\*Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

\*\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

**Combat Abilities:** On a natural 20 Ch'ting gains a free attack against an off balanced opponent at +2 to hit. Because of his antishock implant Ch'ting gains a +4 bonus to his Fortitude saves to avoid being stunned.

**Merits/Flaws:** Accuracy, Alertness, **Longing for acceptance (Vrusk)**

**Skills:** Climb +3, Computers +1, Diplomacy +1, Drive +5, Gather information: +1, Hide +5, Listen +2, Move silently +5, Search +1, Sense motive +2, Spot +2, Swim +3, Weapon: Beam, Weapon: Grenades, Weapon: Melee

**Feats:** Expertise (laser pistol)

**Languages:** Pan-Gal, Vrusk, Dralasite\*, Yazirian\*, Humma\*, Ifsnit\*, Osakar\*

\*These languages are known due to a polyvox

## Special abilities

**Accuracy:** Ch'ting has an innate ability to hit targets with ranged weapons or objects. Because of this advantage Ch'ting cuts his range penalties for using a range or thrown weapon or object by ½.

**Alertness:** Ch'ting is blessed with a combination of peripheral vision, good hearing, and mental stamina that makes him very resistant to surprise. He gains a +4 bonus to his spot checks to avoid surprise, and gains a +2 to any Reflex saves that he makes (Already added).

**Longing for acceptance:** Ch'ting is so immersed in his desire for acceptance by his race that he does not allow himself any joy, and Ch'ting has a tendency of sabotaging his own chances for acceptance by his race usually by choosing what is best for himself or his non-Vrusk companions over what is best for his race. Ch'ting suffers a -2 to all NPC reactions when he is dealing with other Vrusk who become frustrated by his attitude.

## Racial Abilities

**Ambidexterity:** All Vrusk are ambidextrous and can shoot weapons, throw grenades, write, catch or grip with either hand.

**Comprehension:** Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. All Vrusk characters start with the Diplomacy Skill at no cost, and have a +2 racial bonus added to it.

**Move/round:** 34'

**Equipment carried:** Duraplas Identicard, Chronocom, Standard polyvox, Data pad/reader, Utility vest, Magnetic grapples (2 pairs), Double holster, 10 power clips

**Personal wealth:** 9,600cr

## Special equipment

**Antishock implant:** +4 to Fortitude Resistance rolls to avoid stunning

**Notes:** Ch'ting was born to a minor family who worked as Clerks for the Pan Galactic corporation and had the misfortune of being sent to Thesius' Corporate offices, and so Ch'ting grew up with very little contact with his own race. This absence has plagued ch'ting all his life and he has sought many ways to fill that need he has for Vrusk acceptance, even going so far as to join a group of bounty hunters in order to belong to a group. This however is not the same as being among the Vrusk, which saddens Ch'ting greatly.

---

## Dorool Doop

**Description:** Dorool is typical of most Dralasites and because he doesn't like to draw attention to himself can go unnoticed in a crowd. Dorool generally wears a set of very light gray coveralls which bear a white armband on the upper arms with a red cross emblem denoting him as a medic. He carries a satchel at all times with his medical gear.

**Race:** Dralasite    **Profession:** Medic  
**Str:** 11 (+0)    **Ag:** 13 (+1)    **Sta:** 13 (+1)  
**Psyche:** 14

**Level:** 1            **EP:** 39  
**Log:** 12 (+1)    **Int:** 12 (+1)    **Per:** 12 (+1)    **App:** 11 (+0)  
**Reputation:** 2 (-4)

**Combat Modifier:** +1  
**Resistance Rolls:** **Fortitude:** +3    **Reflex:** +1  
**Armor worn:** Skien/reflective weave bodysuit

**Initiative Modifier:** +2  
**Will:** +1  
**DR:** 13 /(d) 12

**Ranged weapon:** Taser pistol            **Range:** 10'

**Damage:** 1d6 or stun\*\*    **In:** +2    **Hit:** +2    **Dmg:** +0    **DR:**

**Primary weapon:** Stun gauntlets

**Damage:** stun\*\*    **In:** +2    **Hit:** +1    **Dmg:** +0    **DR:**

**Unarmed attack:** Punch

**Damage:** 1-2    **In:** +2    **Hit:** +1    **Dmg:** +0    **DR:**

**Unarmed Attack:** Kick

**Damage:** 1-3    **In:** +2    **Hit:** +1    **Dmg:** +0    **DR:**

**Combat Abilities:** On a natural 20 Dorool gains a free attack against an off balanced opponent at +2 to hit. By expending an

action in the beginning of the round before initiative is rolled Dorool gains a +2 bonus to his Defensive rating for the round including his Defensive rating against traps, and increases his Reflex saves by +2. Skien/reflective weave bodysuits reduce damage from physical attacks and lasers by -1pt/die of damage and can reduce damage to 0 points/die.

**Merits/Flaws:** Empathy, Keen tactile sense

**Skills:** Analyze: injuries +2, Climb +1, Computers +2, Diplomacy +2, Drive +2, First aid +, Gather information: +2, Heal +2, Hide +2, Knowledge: Medicine +2, Listen +2, Move silently +2, Search +2, Sense motive +2, Spot +2, Swim +1, Use technology (medical) +2, Weapon: Melee, Weapon: PGS

**Feats:** Dodge

**Languages:** Pan-Gal, Dralosite, Vrusk, Yazirian\*, Ifsnit\*, Humma\*, Osakar\*, (one slot open)\*

\*These languages are known due to a polyvox

### **Special abilities**

**Empathy:** Dorool the innate ability to sense the general mood of individuals, and may make an Intuition check (DC 16) upon entering a room or coming within 30' of a target, and if successful he can learn the general mood of the creature, or being.

**Keen tactile Sense:** Dorool has a +2 bonus to Search skill checks where tactile information must be gained.

### **Racial Abilities**

**Elasticity:** A Dralosite's skin is stretchable allowing them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed. A Dralosite can have a number of limbs equal to its Agility divided by 2, rounded up. The player must decide whether a limb is an arm or a leg when it is grown. Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 5' long, and no less than 4" thick. "Fingers" for handling items can be up to 8 inches long and no less than 1/2 an inch thick. Even though a Dralosite can have many arms, it cannot fire more than two weapons at once. When a Dralosite creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. Also, despite a Dralosite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

**Lie Detection:** All Dralosite characters have a +4 bonus to their Sense Motive checks to realize when someone is lying to them. The Dralosite must be communicating face to face with the character, and the Dralosite player must tell the Administrator he is trying to detect a lie. The Administrator rolls the check secretly. If the result is successful, the Dralosite knows whether the person is telling the truth.

**Move/round:** 31'

**Equipment carried:** Standard uniform for profession, Duraplas Identcard, Chronocom, Standard polyvox, Data pad/reader, Satchel, Holo-cam, 10 holo-discs, Medkit (20 applications of antibody plus, antitox, biocort, cast gel, and omnicylyn. also has a diagnostic monitor, and a stay dose (5 applications), and 5 Stimdose applicators), Portable surgery kit, Syntheflesh applicator (20 applications), 10 power clips

**Personal wealth:** 9,575cr

**Notes:** Dorool came to Thesius on a grant from the Zebulon's University to study Human medical techniques. He passed his course and became a licensed Medic but instead of taking the job aboard a PGS transport he chose to intern at a local medical facility. It is here that he met Tex and became enamored with the idea of becoming an adventurer like in the holo-novels he loved. Dorool gave up his promising medical position to help his friends and has never regretted it.

---

### **Geryl Thon'n**

**Description:** Geryl Thon'n is slightly taller than an average Yazirian, and has a slender build with a tight musculature. He has a mane of glossy black hair, and his fur is a rich gray in color. Geryl wears a pair of silver rimmed sun goggles, and he has a very expressive face, and always seems to have a secret smile on his lips as if he alone is in on some cosmic joke.

**Race:** Yazirian **Profession:** Bounty hunter  
**Str:** 12 (+1) **Ag:** 19 (+4) **Sta:** 17 (+3)  
**Psyche:** 0

**Level:** 1 **EP:** 36  
**Log:** 12 (+1) **Int:** 12 (+1) **Per:** 12 (+1) **App:** 9 (-1)  
**Reputation:** 2 (-4)

**Combat Modifier:** +2  
**Resistance Rolls: Fortitude:** +5 **Reflex:** +4  
**Armor worn:**

**Initiative Modifier:** +5  
**Will:** +1  
**DR:** 14 /(d) 10

**Ranged weapon:** Gyrojet rifle\* **Range:** 140'  
**Ranged weapon:** Adhesive grenades (2) **Range:** 24'

**Damage:** 2d10 **In:** +5 **Hit:** +5 **Dmg:** +0 **DR:**  
**Damage:** Ent\*\* **In:** +5 **Hit:** +5 **Dmg:** +0 **DR:**

**Primary weapon:** Stun baton type 2  
**Secondary weapon:** Vibro knife

**Damage:** 1d6 or stun **In:** +5 **Hit:** +2 **Dmg:** +1 **DR:**  
**Damage:** 2d4 **In:** +5 **Hit:** +2 **Dmg:** +1 **DR:**

**Unarmed attack:** Punch  
**Unarmed Attack:** Kick

**Damage:** 1-2 **In:** +5 **Hit:** +2 **Dmg:** +1 **DR:**  
**Damage:** 1-3 **In:** +5 **Hit:** +2 **Dmg:** +1 **DR:**

\*\*Entanglement (ent.): A character who is entangled loses his Agility based defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of 18 to free himself. Each attempt to break free takes one action.

**Combat Abilities:** On a natural 20 Geryl gains a free attack against an off balanced opponent at +2 to hit. Geryl can make 5 Attacks of opportunity in a round.

**Merits/Flaws:** Animal empathy, Enhanced equilibrium

**Skills:** Climb +2, Computers +2, Drive +5, Intimidation +2, Gaming +2, Gather information: +2, Hide +5, Knowledge: Local gossip +2, Listen +2, Move silently +5, Pilot (air cars) +5, Repair +2, Search +2, Sense motive +2, Spot +2, Swim +2, Use technology +2, Weapon: Melee, Weapon: PGS

**Feats:** Combat reflexes

**Languages:** Pan-Gal, Yazirian, Dralasite, Vrusk\*, Ifsnit\*, Humma\*, Osakar\*, (One slot open)\*

\*These languages are known due to a polyvox

### Special abilities

**Animal empathy:** Geryl possesses an inherent ability to relate to animals. He will generally receive a positive reaction from domesticated animals and can sooth the fears of captive wild animals with remarkable consistency. Geryl can use his Personality based reaction adjustment on animals, however he cannot use this ability on exceptionally fierce or wild animals.

**Enhanced Equilibrium:** Geryl can never dismally fail at a task involving Agility. He always gains a bonus of +2 to any Skill or Feat rolls involving Agility but this does not increase his attack bonuses in ranged combat.

### Racial Abilities

**Battle Rage:** Yazirians can go berserk in battle. A berserk Yazirian gets a bonus of +4 to hit in melee. Yazirians are allowed to roll a Will Resistance roll (DC 15) to work himself into a berzerk fury. This roll is done at any point in combat before Initiative is rolled. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

**Gliding:** Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 3' for every foot he is above the ground when he starts. He must start at least 30' above the ground. The maximum distance a Yazirian can glide depends on the gravity of the planet, as shown below.

Gravity	Max. Glide	Gravity	Max. Glide
.6	500'	.9	100'
.7	300'	1.0	50'
.8	150'		

Yazirians cannot glide on planets with gravities below .6 or above 1.

**Move/round:** 34'

**Equipment carried:** Duraplas identicard, Chronocom, Standard polyvox, Data pad/reader, Sun goggles, Equipment harness, Magnetic grapples (2 pairs), Satchel, Tech-kit, Rifle holster, 5 gyrojet rocket clips

**Personal wealth:** 6,735cr

**Special equipment**

**Gyrojet rifle:** Geryl's gyrojet rifle has an electronic scope that doubles the weapon's range increment and the user is treated as if he possessed Darkvision.

**Antishock implant:** +4 to Fortitude Resistance rolls to avoid stunning

**Notes:** Geryl grew up on Thesius where his clan had settled when they accepted work as technicians at the Pan Galactic Corporation motor pool. Geryl grew up mostly among the humans in the city and seemed to prefer their company to his own kind. Geryl was always a bit of a thrill seeker, and had several run ins with Pan Galactic Corp Security for his constant joy rides with vehicles he would hotwire and take out of the facility. When he grew to adulthood Geryl decided to become a bounty hunter because he figured it would be more thrilling than taking a job as a tech at the PGC. He hooked up with Tex and a few others and has sort of become one of the group's leaders, because of his outspokenness and prowess.

---