

Male ysoki bounty hunter mechanic 1

CN Small humanoid (ysoki)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE **SP 7 HP 8 RP 4**

EAC 13; **KAC** 14

Fort +3; **Ref** +4; **Will** +1

OFFENSE

Speed 30 ft.

Melee club -1 (1d6-1 B; analog, archaic)

Ranged tactical semi-auto pistol +2 (1d6 P; analog) or frag grenade 1 -1 (explode [15 ft., 1d6 P, DC 12])

STATISTICS

Str 8 (-1); **Dex** 14 (+2); **Con** 12 (+1); **Int** 16 (+3); **Wis** 12 (+1);

Cha 11 (+0)

Skills Acrobatics +3 (+8 to tumble through the space of a creature of Medium or larger size), Athletics +3, Computers +8 (1 rank), Engineering +10 (1 rank), Perception +5, Stealth +5, Survival +7

Feats Barricade

Languages Akitonian, Brethedan, Common, Kasatha, Shirren, Ysoki

Other Abilities artificial intelligence, bypass, cheek pouches, moxie, theme knowledge

Combat Gear *mk 1 serums of healing* (2), frag grenades 1 (2);

Other Gear second skin, club, tactical semi-auto pistol with 30 small arm rounds, everyday clothing, field rations (1 week), hygiene kit, personal comm unit, credstick (9 credits)

SPECIAL ABILITIES

Artificial Intelligence Quig has a flying drone he constructed himself. It acts after Quig's turn each round. If Quig takes no actions to control the drone, it can take only a standard action to attack or a move action to move up to its speed. If Quig takes a move action to control it, the drone can take a standard and move action. If Quig takes a move and swift action to control his drone, it can take a standard, move, and swift action, or a full action.

Barricade As a move action, Quig can stack and reinforce objects too small to provide cover normally into a single adjacent square of partial cover. (The GM can rule that particularly barren areas lack the material needed to create a barricade.) If built in a square that already provided partial cover, the barricade instead provides cover. The barricade has hardness 6 and 6 Hit Points. If the barricade or a creature adjacent to it is hit by an attack, the barricade

collapses 1d4 rounds later even if it has not yet been destroyed by damage. Normally there is not enough spare material to build a second barricade in the same square.

Bypass Quig gains a +1 bonus to Computers and Engineering checks. This has been added to his skill bonuses above.

Cheek Pouches Quig can keep up to 1 cubic foot of items, weighing up to 1 bulk, in his cheek pouches. He can transfer a single item between his hand and a cheek pouch as a swift action.

Custom Rig Quig has a customized handheld toolkit he uses to hack systems and items. It functions as the appropriate tool for any Computers or Engineering checks he attempts. If it's destroyed, he can build a new custom rig from any technological toolkit with 1 hour of work.

Darkvision Quig can see up to 60 feet in total darkness.

Moxie Quig can stand from prone as a swift action. When off-kilter, he does not take the normal penalties for that condition and is not flat-footed.

Theme Knowledge Quig can select a specific sentient creature that he can identify by name, alias, or specific identity to be his mark. He reduces the DC of Culture or Profession (bounty hunter) checks by 5 to recall knowledge about his mark, as well as about law-enforcement individuals and practices. If he knows his mark by an alias, he can recall only knowledge associated with that alias.

GEAR DESCRIPTIONS

Club This archaic weapon deals 5 less damage to foes unless they are unarmored or in archaic armor.

Mk 1 Serum of Healing Drinking this serum restores 1d8 HP.

Second Skin While wearing this armor, Quig can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

Tactical Semi-Auto Pistol This weapon shoots physical bullets and can be fired nine times before it needs to be reloaded. Quig has 30 rounds of small arm ammunition, which can reload this or Scout's pistol.

SCOUT (QUIG'S DRONE)

Drone 1

N Tiny construct

Perception +3

DEFENSE

EAC 14; **KAC** 14

Fort +0; **Ref** +5; **Will** -1

HP 10

OFFENSE

Speed 30 ft., fly 30 ft.

(Ex, average)

Ranged tactical semi-auto pistol +5 (1d6 P; analog)

STATISTICS

Str 6 (-2); **Dex** 16 (+3); **Con** -; **Int** 6 (-2);

Wis 8 (-1); **Cha** 6 (-2)

Skills Acrobatics +7, Perception +3

Feats Weapon Focus (small arms)

Languages Common, Ysoki

DRONE MODS

Camera As long as Scout is within range of Quig's custom rig (2,500 feet), Quig can see through Scout's senses (seeing whatever a typical human could see).

Flight System Scout has a flight system included in its chassis. This grants it the flight listed with its speed.

Weapon Mount Scout has a tactical semi-auto pistol, which can be fired nine times before Quig must reload it with small arm rounds.

