

Male ysoki bounty hunter mechanic 1
CN Small humanoid (ysoki)

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

DEFENSE
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 I -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, Brethadan, Common, Kasatha,
Shirren, Ysoki

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

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

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)

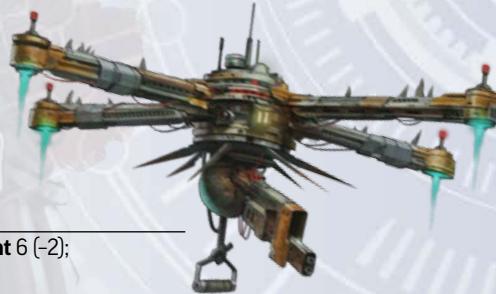
Languages Common, Ysoki

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.



Male ysoki bounty hunter mechanic 4

CN Small humanoid (ysoki)

Init +2; Senses darkvision 60 ft.; **Perception +8**

DEFENSE

EAC 17; KAC 17

Fort +3; Ref +1; Will +3

Defensive Abilities energy shield

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+3 B; analog, archaic)

Ranged tactical semi-auto pistol +4 (1d6+2 P; analog) or frag grenade I +2 [explode [15 ft., 1d6 P, DC 12]]

Offensive Abilities overcharge, overload

STATISTICS

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

Cha 11 (+1)

Skills Acrobatics +6 (+10 to tumble through the space of a creature of Medium or larger size), Athletics +6, Computers +11 (4 ranks), Engineering +13 (4 ranks), Perception +8, Stealth +8, Survival +10

Feats Barricade, Toughness

Languages Akitonian, Brethadan, Common, Kasatha, Shirren, Ysoki

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

Combat Gear mk 1 serums of healing (2), spell ampoule of mending, detonator, explosives (flash I [2], stickybomb II [2], incendiary I), frag grenades I (2); **Other Gear** defrex hide, club, tactical semi-auto pistol with 30 small arm rounds, everyday clothing, field rations (1 week), hygiene kit, personal comm unit, credstick (34 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 9 and 9 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.

Energy Shield As a standard action, Quig can use his custom rig to grant himself an energy shield. It gives him 7 temporary Hit Points and lasts for 4 minutes or until its Hit Points are depleted. Once he has used it, he can't activate it again until he takes a 10-minute rest to regain Stamina.

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.

Overcharge As a standard action, Quig can use his custom rig to overcharge and fire an energy weapon (or melee weapon with the powered special property) in his possession, or as a move action he can overcharge a touched weapon (which is then overcharged for its next attack made before the end of Quig's next turn). An overcharged weapon's attack deals an additional 1d6 damage and uses three times as many charges as a typical attack with the weapon.

Overload As a standard action, Quig can overload an



adjacent technological item, such as a powered weapon or armor upgrade (though not a creature, or an object larger than Medium size). The item does not function for 1 round. If the item is in a foe's possession, that creature can attempt a DC 15 Reflex save to negate this effect. Once a device is overloaded, a static charge prevents the object from being overloaded again for 1 minute.

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.

Toughness Quig gains a +4 bonus to many Constitution checks to avoid damage or negative consequences from harsh environments.

GEAR DESCRIPTIONS

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

Defrex Hide While wearing this armor, Quig can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 4 days.

Detonator A detonator can be wired to an explosive in 1 minute, and set to detonate the explosive within 500 feet with the push of a button (no action if done on Quig's turn, or a reaction), a command code (a move action) or a complex action such as a retinal scan (a full action). The detonator can be used 5 times.

Explosives Quig has a number of explosives designed to work with his detonator. These have the same cost, weight, and effect as grenades, but must be activated with a detonator rather than thrown. He has two stickybomb II explosives (explode [15 ft., entangled 2d4 rounds, DC 13]), two flash I explosives (explode [5 ft., blinded 1d4 rounds, DC 12]), and one incendiary I explosive (explode [5 ft., 1d6 F plus 1d4 burn, DC 12]).

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

Spell Ampoule of Mending Quig can inject this spell ampoule into Scout (or another construct) to restore 1d4 Hit Points to it.

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 gun or Scout's pistol.

SCOUT (QUIG'S DRONE)

Drone 4

N Tiny construct

Senses darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

HP 40

EAC 17; **KAC** 17

Fort +1; **Ref** +6; **Will** +0

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Ranged tactical semi-auto pistol +7 (1d6+2 P; analog)

STATISTICS

Str 6 (-2); **Dex** 17 (+3); **Con** –; **Int** 6 (-2); **Wis** 9 (-1); **Cha** 6 (-2)

Skills Acrobatics +10, Perception +8

Feats Mobility, Weapon Focus (small arms)

Languages Common, Ysoki

SPECIAL ABILITIES

Mobility Scout gains a +4 bonus to its AC against attacks of opportunity it provokes by leaving a threatened square.

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 (in addition to whatever a typical human can see).

Enhanced Senses Scout gains low-light vision and darkvision, which also function through its camera.

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.

Born to a poor family on Akiton, Quig Dexel taught himself the basics of engineering by stealthily tinkering with valve-control mechanisms and reverse-osmosis regulators on the water purifiers studding the nearby ice cap. In his spare time, he constructed the first iterations of what would become his drone companion, Scout, using spare parts he scrounged from junk heaps and alleys. One early morning as he hunted for scraps he could fashion into an actuator, he was winged in a passing firefight waged between a shobhad bounty hunter

and her human quarry. Ignoring the pain, Quig dropped the hunk of metal he was holding and chased after the fracas, arriving in time to see the bounty hunter slap the fugitive into restraints. Flushed with adrenaline, Quig realized that this was what he wanted to do for the rest of his life.

Quig immediately left home and signed on as a caravan guard, and it was in the course of his new career that he ran into Dhareen the Vise, the same shobhad bounty hunter who inadvertently set him on his life's path. After hiring Dhareen to help him take revenge on some drone-stealing thugs, Quig convinced Dhareen to let him be her apprentice. The ysoki learned much from the gruff shobhad over the next year, and though they often butted heads over methods, the two enjoyed a relationship of mutual respect. When Dhareen eventually completed a job large enough to let her retire, Quig (and Scout) continued on without her.

Quig is personable and outgoing—often chattier than his comrades would like—and his constant traveling has left him with contacts across the Pact Worlds. He prides himself on being a good judge of character, and while he's savvy enough to withhold actual trust until it's been earned, he's not above throwing himself into a fight on behalf of a near-stranger. Though fully capable of working alone, he tends to get bored easily without people to talk to, and thus prefers to sign on with teams of adventurers, where he can act as the group's resident tracker and starship engineer. While he still keeps in touch with his family, he doesn't speak about his hometown much, as he's a bit embarrassed by his unglamorous upbringing—when he does mention it, it is with a liberal helping of humor. He's a fan of both taking minor trophies from previous jobs and scavenging spare parts that he's positive may come in handy someday, inevitably turning his cabin into a riotous nest of cherished junk.

Quig's closest companion is his drone, Scout, and he spends the majority of his downtime putting about in the robot's systems. He often talks to Scout as way of thinking out loud or voicing his innermost thoughts, attributing them to the drone in a way that can make him seem a bit unbalanced to those who don't know him well. (And in truth, sometimes to those who do.) When he's captured a bounty and is feeling particularly mischievous, he often pretends to consult with the robot about the person's fate, ultimately claiming that he sympathizes and would like to let the target go, but "the robot says otherwise."

Male ysoki bounty hunter mechanic 8

CN Small humanoid (ysoki)

Init +4; Senses darkvision 60 ft.; **Perception +12**

DEFENSE

EAC 23; **KAC** 25

Fort +7; Ref +10; Will +3

Defensive Abilities boost shield, energy shield

OFFENSE

Speed 30 ft., fly 30 ft. (jetpack, average)

Melee tactical baton +10 (1d4+4 B, analog, operative)

Ranged corona laser pistol +10 (2d4+4 F; critical burn 1d4) or

shock grenade I +6 (explode [15 ft., 1d8 E, DC 14])

Offensive Abilities distracting hack, overcharge, overload

STATISTICS

Str 10 (+0); **Dex** 18 (+4); **Con** 12 (+1); **Int** 18 (+4); **Wis** 12 (+1);

Cha 13 (+1)

Skills Acrobatics +11 (+16 to tumble through the space of Medium or larger creatures), Athletics +10, Computers +17 (8 ranks), Engineering +19 (8 ranks), Perception +12, Piloting +15 (8 ranks), Stealth +13, Survival +14

Feats Barricade, Improved Combat Maneuver (disarm, grapple), Toughness

Languages Akitonian, Brethadan, Common, Kasatha, Shirren, Ysoki

Other Abilities artificial intelligence, bypass, cheek pouches, expert rig, miracle worker, moxie, remote hack, swift hunter, theme knowledge

Combat Gear mk 2 serums of healing (2), spell ampoule of make whole (2), shock grenades I (5); **Other Gear** kasatha microcord III (upgrade: jetpack), corona laser pistol with 3 batteries (20 charges each), tactical baton, detonator, explosives (flash I [2], stickybomb II [2], frag III), everyday clothing, field rations (1 week), grappler (50 ft. adamantine alloy cable line), hygiene kit, personal comm unit, credstick (34 credits); **Augmentations** mk 1 ability crystal (Dexterity).

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 13 and 13 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.

Boost Shield, Energy Shield As a standard action, Quig can use his expert rig to grant himself an energy shield. It gives him 20 temporary Hit Points and lasts for 8 minutes or until its Hit Points are depleted. Once he has used it, he can't activate it again until he takes a 10-minute rest to regain Stamina Points. However, at any time he can spend 1 Resolve Point to restore all the shield's HP (even if it has been reduced to 0).

Bypass Quig gains a +2 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.

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

Distracting Hack Quig can hack a computer within 30 feet of a foe (either through normal access or using his remote hack) to cause the computer to make a loud distracting sound or visual display. This works as the feint action, but uses Quig's Computer skill.

Expert 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 expert rig from any technological toolkit with 1 hour of work. If Quig successfully hacks a computer with his expert rig, he can automatically disable any one security feature other than firewalls.

It also acts as a tier 4 computer with an artificial

personality (named "Little Scout"). It has an audio/video recording, and can communicate with Quig's ship (or communicate with and give orders to Scout) at a range of 5 miles.

Improved Combat Maneuver (Disarm, Grapple) When Quig



attempts a disarm or grapple combat maneuver, he gains a +4 bonus to his attack roll.

Miracle Worker Once per day as a move action, Quig can perform an amazing feat of engineering for a starship, armor, or weapon he can access. For a suit of armor, this increases its AC by 2 for 1 minute. A weapon gains a +2 bonus to its attack and damage rolls for 1 minute. For a starship, Quig restores a number of Hull Points equal to the starship's base frame HP increment. If this raises the ship's HP over a multiple of its Critical Threshold, he can repair critical damage to one system per multiple, reducing its severity by one step.

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.

Overcharge As a standard action, Quig can use his expert rig to overcharge and fire an energy weapon (or melee weapon with the powered special property) in his possession, or as a move action he can overcharge a touched weapon (which is then overcharged for its next attack made before the end of Quig's next turn). An overcharged weapon's attack deals an additional 2d6 damage and uses three times as many charges as a typical attack with the weapon.

Overload As a standard action, Quig can overload an adjacent technological item, such as a powered weapon or armor upgrade (though not a creature, or an object larger than Medium size). The item does not function for 1 round. If the item is in a foe's possession, that creature can attempt a DC 18 Reflex save to negate this effect. Once a device is overloaded, a static charge prevents the object from being overloaded again for 1 minute.

Remote Hack Quig can use his expert rig to attempt Computers and Engineering checks at a range of 30 feet. A target of this ability (or someone observing the target) can attempt a DC 26 Perception or Sense Motive check to know Quig is the source of the remote hack.

Swift Hunter Quig can use Diplomacy to gather information about a single creature in half the normal time, and he takes no penalty to Survival checks to follow tracks when moving at full speed.

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 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.

Toughness Quig gains a +4 bonus to many Constitution checks to avoid damage or negative consequences from harsh environments.

GEAR DESCRIPTIONS

Corona Laser Pistol This pistol can be fired 20 times before its battery must be recharged or replaced. Quig has two extra batteries, which can be used in this or Scout's weapon.

Detonator A detonator can be wired to an explosive in 1 minute, and set to detonate the explosive within 500 feet with the push of a button (no action if done on Quig's turn, or a reaction), a command code (a move action) or a complex action such as a retinal scan (a full action). The detonator can be used 5 times.

Explosives Quig has a number of explosives designed to work with his detonator. These have the same cost, weight, and effect as grenades, but must be activated with a detonator rather than thrown. He has one frag III [explode [15 ft., 4d6 P, DC 18]], two stickybomb II explosives [explode [15 ft., entangled 2d4 rounds, DC 15]], and two flash I explosives [explode [5 ft., blinded 1d4 rounds, DC 15]].

Grappler The grappler is attached to 50 feet of adamantine alloy cable line, and can be climbed as easily as a knotted rope. It can also be attached to an immobile object at least 5 feet wide with a ranged attack (+10) against AC 5. Against a smaller or moving object, attaching it requires a ranged attack against KAC + 8. If it's attached to a creature, this is a grapple combat maneuver, but the creature can still use all its limbs and is only prevented from moving farther away than the length of the cable. The grappler can be pried loose with a successful Athletics check with a DC equal to Quig's attack roll to attach it.

Kasatha Microcord III While wearing this armor, Quig can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 8 days. Its jetpack allows him to fly with a speed of 30 feet. It has a capacity of 40, and Quig can use 1 charge per minute to fly in cruising mode (causing him to be flat-footed and

off-target), or expend 2 charges per round to fly without those conditions.

Mk 2 Serum of Healing Drinking a vial of this serum restores 3d8 HP.

Spell Ampoule of Make Whole Quig can inject this spell ampoule into Scout (or another construct) to restore 5d6 Hit Points to it.

SCOUT (QUIG'S DRONE)

Drone 8

N Tiny construct

Senses darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE

HP 80

EAC 23; **KAC** 23

Fort +2; **Ref** +9; **Will** +2 (+4 vs. effects that control Scout)

OFFENSE

Speed 30 ft., fly 30 feet (Ex, average)

Ranged corona laser pistol +11 (2d4+4 F; critical burn 1d4)

STATISTICS

Str 6 (-2); **Dex** 18 (+4); **Con** –; **Int** 6 (-2); **Wis** 10 (+0);

Cha 6 (-2)

Skills Acrobatics +15, Perception +13

Feats Mobility, Shot on the Run, Weapon Focus (small arms)

Languages Common, Ysoki

SPECIAL ABILITIES

Mobility Scout gains a +4 bonus to its AC against attacks of opportunity it provokes by leaving a threatened square.

Shot on the Run As a full action, Scout can move up to its speed, making one ranged attack at any point during its movement.

DRONE MODS

Camera As long as Scout is within range of Quig's expert rig (5 miles), Quig can see through Scout's senses (in addition to whatever a typical human can see).

Enhanced Armor Scout gains +2 to its AC (this has been added to its EAC and KAC above).

Enhanced Senses Scout gains low-light vision and darkvision, which also operate through its camera.

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

Hardened AI Checks to hack Scout take a -4 penalty.

Weapon Mount Scout has a corona laser pistol, which can be fired 20 times before Quig must recharge or replace its battery.