COMBAT

THATCHER  
Description: Hulking, bipedal humanoid covered with spines. Two blood-covered tentacles with sharp-toothed mouths writhe and sway around.  The characters are overwhelmed by mental anguish when in Thatcher’s presence. Thatcher has outgrown his jumpsuit and is in his underwear.  
    Combat  
Dex 5, Mel 1, Str 5, Sta 6  
Hit locations: 0 Head: 8(2), 6-9 Body: 14(3), 4-5 Tentacles: 5(0), 3 Arms: 8(2), 2 Legs: 8(2)  
    Attack- Thatcher and his two tentacles attack as separate entities  
Spine Swat - 6d+1wd, 7 bleeding damage.  
Tentacle Lash - 6d, speed + 1, 5 bleeding damage. Special: tentacles can latch on after a successful attack to Crush next round.  
Tentacle Crush - +1d, damage- 10 bleeding  
Passive  
**Repel-** In order to act, characters will have to pass a Wits + Fortitude or spend a Willpower  
**Hulking-** +1d to all incoming attack rolls  
**Regenerate-** heal 1 level of health from each part, each round.  
Coordinate- +1wd to Dexterity rolls  
  
RACHEL VEGA  
If anyone begins diverting the course of the ship, Rachel will not hesitate to neutralize them. Attacks with chess pieces; her pockets are all filled with them.  
If Rachel attempts to dispatch the crew before Ceti is aware of Loki and Paragon, Ceti may assist her.  
    Combat  
Wit 5, Aim 5, Ste 5, For 2  
Health: 3, 9, 4  
    Offensive  
Port: Wit + Aim, 10d+1wd. Attack with chess pieces. Acu (8) + BW= damage.  
    Defensive  
Quash: Wit + Aim, 10d+1wd. Knocks out electronics  
Conceal: Wit + Ste, 10d+1wd. To maintain invisibility, Vega will have to split action.  
Deny: Wit + For, 6d+1wd.   
    Passive:  
**Dilate:** For Wits rolls, +3 Speed  
**Fracture:** +3d to negate additional action penalties

TAU CETI  
Wit 4, Psy 3, Acu 7  
    Attack  
Control- Inhabit an enemy’s mind  
Program- Stun an enemy  
    Defend  
Deny  
    Passive  
Force  
  
MARINN KAYLA  
Requests a gun early on  
Dex 4, Wit 4, Aim 3, Acu 4

Attack

Shoot gun?  
Ignite:   
    Passive  
**Dilate:** +2 Speed for all Wits rolls  
**Ware:** Aware of Psionic attacks  
  
GULLIVER STOCKHOLM  
Dex 4, Str 3, Sta 3, Wit 5, Ref 4, Mel 4, Aim 4

Attack

Compel

Defense

Quash  
  
HABITAT SECURITY TURRET  
If necessary, Regent AI will activate the security system. Turrets fold out of ports in the ceiling.  
    Combat  
Hit locations: 2-9 hull: 10(2), 0 lens: 1(0)  
    Attack  
Laser beam: 7d, cannot fail, minimum set 2x1, 6 normal damage  
    Passive  
**Compact**: -1d to hit