

Derelict Mind - NPCs

Star Helix Security

Threat: Minor

Accuracy	1	(Pistols, Rifles)	Speed	11
Communication	2	(Investigation)	Fortune	11
Constitution	1		Defense	11
Dexterity	1		Armor + Toughness	3
Fighting	3	(Brawling, Grappling)		
Intelligence	0			
Perception	1			
Strength	2			
Willpower	1			

Weapon	Attack Roll	Damage
Pistol	+3	2D6 + 1
Taser	+3	1D6 + 1 (Penetrating)
Unarmed	+5	1D3 + 2

Talents: Grappling Style (Novice), Tactical Awareness (Novice)

Equipment: hand terminal, light body armor, pistol, taser, uniform

The Cleaver

Threat: Moderate

Accuracy	2	(Pistols, Rifles)	Speed	12
Communication	1		Fortune	28
Constitution	3	(Running)	Defense	12
Dexterity	2	(Initiative)	Armor + Toughness	4
Fighting	3	(Brawling, Light Weapons)		
Intelligence	0			
Perception	2	(Seeing, Tracking)		
Strength	3			

Willpower	1	(Courage, Morale)		
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Weapon	Attack Roll	Damage
Pistol	+5	2D6 + 2
Rifle (automatic)	+5	3D6 + 2

Favored Stunts: Blockade, Covering Fire, Group Tactics, Long Burst, Skirmish, Short Burst

Talents: Improvisation (Novice), Inspire (Novice), Tactical Awareness (Expert)

Equipment: automatic rifle, pistol, hand terminal, light body armor

OPA Thug

Threat: Minor

Accuracy	0	(Pistols)	Speed	11
Communication	0	(Bargaining, Deception)	Fortune	17
Constitution	2		Defense	11
Dexterity	1		Armor + Toughness	2
Fighting	2			
Intelligence	0			
Perception	1			
Strength	2			
Willpower	0			

Weapon	Attack Roll	Damage
Knife	+2	1D6 + 2
Knuckle Dusters	+2	1D3 + 2
Pistol	+2	2D6 + 1

Favored Stunts: Adrenaline Rush, Benefit of the Doubt, Taunt

Talents: Contacts (Novice), Intrigue (Novice)

Equipment: knife, knuckle dusters, hand terminal, pistol

Markfel Aziohill

Threat: Minor

Accuracy	0		Speed	11
Communication	2	(Bargaining, Etiquette)	Fortune	15

Constitution	0		Defense	11
Dexterity	1		Armor + Toughness	0
Fighting	0			
Intelligence	3	(Business, Current Affairs, Technology)		
Perception	2			
Strength	0			
Willpower	1			

Weapon	Attack Roll	Damage
Unarmed	+0	1D3 + 0

Talents: Contacts (Novice), Intrigue (Novice), Carousing (Novice)

Equipment: fancy suit, hand terminal

Desperate Beggar

Threat: Minor

Accuracy	1		Speed	12
Communication	1		Fortune	5
Constitution	0		Defense	12
Dexterity	2		Armor + Toughness	0
Fighting	3	(Brawling, Light Weapons)		
Intelligence	-1			
Perception	0			
Strength	2	(Intimidation)		
Willpower	1			

Weapon	Attack Roll	Damage
Club	+5	1D6 + 3
Knuckle Dusters	+5	1D3 + 3
Light Chain	+5	1D6 + 2

Favored Stunts: Adrenaline Rush, Whatever's Handy

Talents: Contacts (Novice), Thrown Weapon Style (Novice)

Equipment: knuckle dusters, makeshift club, rags

Small Security Drone

Threat: Minor

Accuracy	2	(Gunnery)	Speed	13
Communication	-2		Flying Speed	16
Constitution	2	(Stamina)	Fortune	15
Dexterity	3		Defense	13
Fighting	2		Armor + Toughness	4
Intelligence	0			
Perception	1			
Strength	2			
Willpower	0			

Weapon	Attack Roll	Damage
Mounted Guns	+3	2D6 + 2
Stun Baton	+3	1D6 + 3 (Penetrating)

Favored Stunts: Lightning Attack, Skirmish

Saturn Point Security (Heroic)

Threat: Moderate?

Accuracy	3	(Pistols, Rifles)	Speed	12
Communication	2	(Investigation)	Fortune	11
Constitution	2	(Stamina)	Defense	22
Dexterity	2	(Free-Fall)	Armor + Toughness	4
Fighting	3	(Brawling, Grappling)		
Intelligence	1			
Perception	3	(Searching)		
Strength	2	(Climbing)		
Willpower	1			

Weapon	Attack Roll	Damage
Pistol	+5	2D6 + 3
Taser	+5	1D6 + 3 (Penetrating)

Unarmed	+5	1D3 + 2
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Talents: Grappling Style (Expert), Tactical Awareness (Expert)

Equipment: hand terminal, light body armor, pistol, taser, uniform

Marvin Asimov

Threat: Minor

Accuracy	0		Speed	11
Communication	2	(Deception)	Fortune	17
Constitution	0		Defense	11
Dexterity	1		Armor + Toughness	2
Fighting	0			
Intelligence	3	(Engineering, Technology, Science: Robotics)		
Perception	0			
Strength	0			
Willpower	3	(Faith)		

Weapon	Attack Roll	Damage
Unarmed	+0	1D3
Makeshift Weapon (eg. Billiard cue, Poker)	+1	1D6 + 3
Pistol	+0	2D6

Talents: Misdirection (Novice), Maker (Novice), Linguistics (Expert)

Equipment: hand terminal, leopard speedos, light blue bathrobe, huge mag-boots and a tea cozy on his head

Languages: English, Belter creole, French, Portuguese, Japanese

Marvin's "Little Angels"

Threat: Minor

Accuracy	2		Speed	12
Communication	-2		Flying Speed	14
Constitution	2	(Stamina)	Fortune	0
Dexterity	2		Defense	12
Fighting	1	(Light Weapons)	Armor + Toughness	2+2
Intelligence	0			

Perception	2			
Strength	1			
Willpower	0			

Weapon	Attack Roll	Damage
Stun Baton	+3	1D6 + 3 (Penetrating)

Favored Stunts: Lightning Attack, Skirmish

Marvin's Spider Robots

Threat: Minor

Accuracy	1		Speed	16
Communication	-2		Fortune	5
Constitution	1	(Stamina)	Defense	16
Dexterity	6		Armor + Toughness	1+1
Fighting	1	(Light Weapons)		
Intelligence	-1			
Perception	2			
Strength	-1			
Willpower	0			

Weapon	Attack Roll	Damage
Stun Pincers	+3	1D6 + 3 (Penetrating)

Favored Stunts: Lightning Attack, Skirmish

Alexatron

Threat: Major

Accuracy	2	(Throwing)	Speed	13
Communication	0		Fortune	25
Constitution	5	(Tolerance)	Defense	13
Dexterity	3		Armor + Toughness	5+3
Fighting	5			
Intelligence	-1			

Perception	3	(Hearing)		
Strength	8	(Might)		
Willpower	3			

Weapon	Attack Roll	Damage
Unarmed	+5	1D3+8

Favored stunts: Grapple, Skirmish

Talents: Grappling Style (Expert), Observation (Novice) [Hearing]

Equipment: Enormous metal larvae body with thousands of human feet sewn onto its legs. A female, naked, rotting human torso with a lolling head is where the head of the body would be. No sight, but expert hearing. The mind of a 5-year-old. Large metal claws on its rotting human arms.

Security Drone

Threat: Moderate

Accuracy	2	(Gunnery)	Speed	14
Communication	-2		Flying Speed	18
Constitution	3	(Stamina)	Fortune	25
Dexterity	4		Defense	14
Fighting	2	(Light Weapons)	Armor + Toughness	3+3
Intelligence	0			
Perception	1	(Seeing)		
Strength	3			
Willpower	0			

Weapon	Attack Roll	Damage
Mounted Guns	+4	2D6 + 3
Stun Baton	+4	1D6 + 4 (Penetrating)

Favored Stunts: Lightning Attack, Skirmish

Drowsy puma

Threat: Moderate

Accuracy	0		Speed	15 (20)
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Communication	-2		Fortune	5
Constitution	3	(Stamina)	Defense	12 (15)
Dexterity	2 (5)	(Stealth)	Armor + Toughness	0+3
Fighting	4	(Brawling)		
Intelligence	-1			
Perception	2	(Seeing, Hearing)		
Strength	3	(Climbing)		
Willpower	0			

Weapon	Attack Roll	Damage
Puma claws	+6	1D6 + 3

Favored Stunts: Adrenaline Rush, Lightning Attack

The Masked Person (Gladys)

Threat: Moderate?

Accuracy	3	(Rifles)	Speed	14
Communication	1		Fortune	16
Constitution	3	(Stamina, Running)	Defense	18
Dexterity	4	(Free-Fall, Stealth)	Armor + Toughness	5
Fighting	2	(Grappling)		
Intelligence	1			
Perception	3	(Searching)		
Strength	2	(Climbing)		
Willpower	1			

Weapon	Attack Roll	Damage
Sniper Rifle (Armor Piercing)	+5	3d6 + Per

Talents: Tactical Awareness (Expert), Rifle Style (Expert), Quick Reflexes (Novice)

Equipment: hand terminal, light body armor, sniper rifle, gas mask

Lt Marcie Bogard

Threat: Minor

Accuracy	2	(Pistols, Rifles)	Speed	12
Communication	2	(Investigation)	Fortune	15
Constitution	1		Defense	12
Dexterity	2		Armor + Toughness	3
Fighting	3	(Brawling, Grappling)		
Intelligence	1			
Perception	1			
Strength	2			
Willpower	1			

Weapon	Attack Roll	Damage
Pistol	+4	2D6 + 1
Unarmed	+5	1D3 + 2

Talents: Grappling Style (Novice), Tactical Awareness (Novice), Self-Defense Style (Novice)

Equipment: hand terminal, light body armor, pistol, taser, RPTC-PA-uniform

Vladimir Estragon (RPTC-PA Elite Leader)

Threat: Major

Accuracy	3	(Pistols, Rifles, Throwing)	Speed	13
Communication	1	(Leadership)	Fortune	28
Constitution	3	(Running, Stamina)	Defense	13
Dexterity	3	(Initiative)	Armor + Toughness	7
Fighting	3	(Brawling, Light Weapons)		
Intelligence	1	(Demolitions, Tactics)		
Perception	2	(Seeing, Tracking)		
Strength	3	(Climbing)		
Willpower	2	(Courage, Morale)		

Weapon	Attack Roll	Damage
Grenade	+5	3D6

Pistol	+5	2D6 + 2
Rifle (Automated)	+5	3D3 + 2

Favored Stunts: Blockade, Covering Fire, Group Tactics, Long Burst, Skirmish, Short Burst

Talents: Command (Expert), Improvisation (Expert), Inspire (Novice), Tactical Awareness (Master)

Equipment: automatic rifle, pistol, 4 grenades, hand terminal, medium body armor, tactical gear, RPTC-PA-uniform and insignia

RPTC-PA Elite Soldier

Threat: Moderate

Accuracy	3	(Pistols, Rifles)	Speed	12
Communication	2		Fortune	23
Constitution	3	(Stamina)	Defense	12
Dexterity	2	(Free-Fall)	Armor + Toughness	5
Fighting	2	(Brawling)		
Intelligence	1	(Tactics)		
Perception	2	(Hearing)		
Strength	3			
Willpower	2	(Courage, Morale)		

Weapon	Attack Roll	Damage
Pistol	+5	2D6 + 2
Rifle	+5	3D3 + 2
Unarmed	+4	1D6 + 3

Favored Stunts: Covering Fire, Group Tactics, SKirmish, Short Burst, Strafe, Take Cover

Talents: Command (Novice), Rifle Style (Expert), Tactical Awareness (Expert), Striking Style (Novice)

Equipment: light body armor, pistol, rifle, RPTC-PA-uniform and insignia

RPTC-PA Elite Soldier (Rookie)

Threat: Moderate?

Accuracy	2	(Pistols, Rifles)	Speed	12
Communication	2	(Investigation)	Fortune	20

Constitution	2	(Stamina)	Defense	12
Dexterity	2	(Initiative)	Armor + Toughness	4
Fighting	3	(Brawling, Grappling)		
Intelligence	1			
Perception	2	(Hearing)		
Strength	2			
Willpower	1	(Self-Discipline)		

Weapon	Attack Roll	Damage
Pistol	+4	2D6 + 1
Rifle	+4	3D6 + 1
Unarmed	+5	1D3 + 2

Favored Stunts: Covering Fire, Group Tactics, SKirmish, Short Burst, Strafe, Take Cover

Talents: Intrigue (Novice) (Deception), Tactical Awareness (Novice), Pistol Style (Novice)

Equipment: hand terminal, light body armor, pistol, rifle, taser, RPTC-PA uniform and insignia