SCIENTIST

NAME _____

LEVEL _____ RANK _____

1 ALL STATS = 6D10 [85 MAX.]

- STRENGTH
- SPEED
- INTELLECT
- COMBAT

2 STARTING SAVES [85 MAX.]

- SANITY [40]
- FEAR [25]
- BODY [25]
- ARMOR [30]

3 STARTING SKILLS & POINTS

- POINTS [3]

PICK TWO
- Biology
- Agriculture
- Geology
- Computers
- Mathematics
- Chemistry

SPEND POINTS

X2

HEALTH

STRESS & PANIC Whenever a Scientist fails a Sanity save, every friendly player nearby gains 1 stress.
STAT BONUS +10 to Intellect.

SCIENTIST SPECIAL

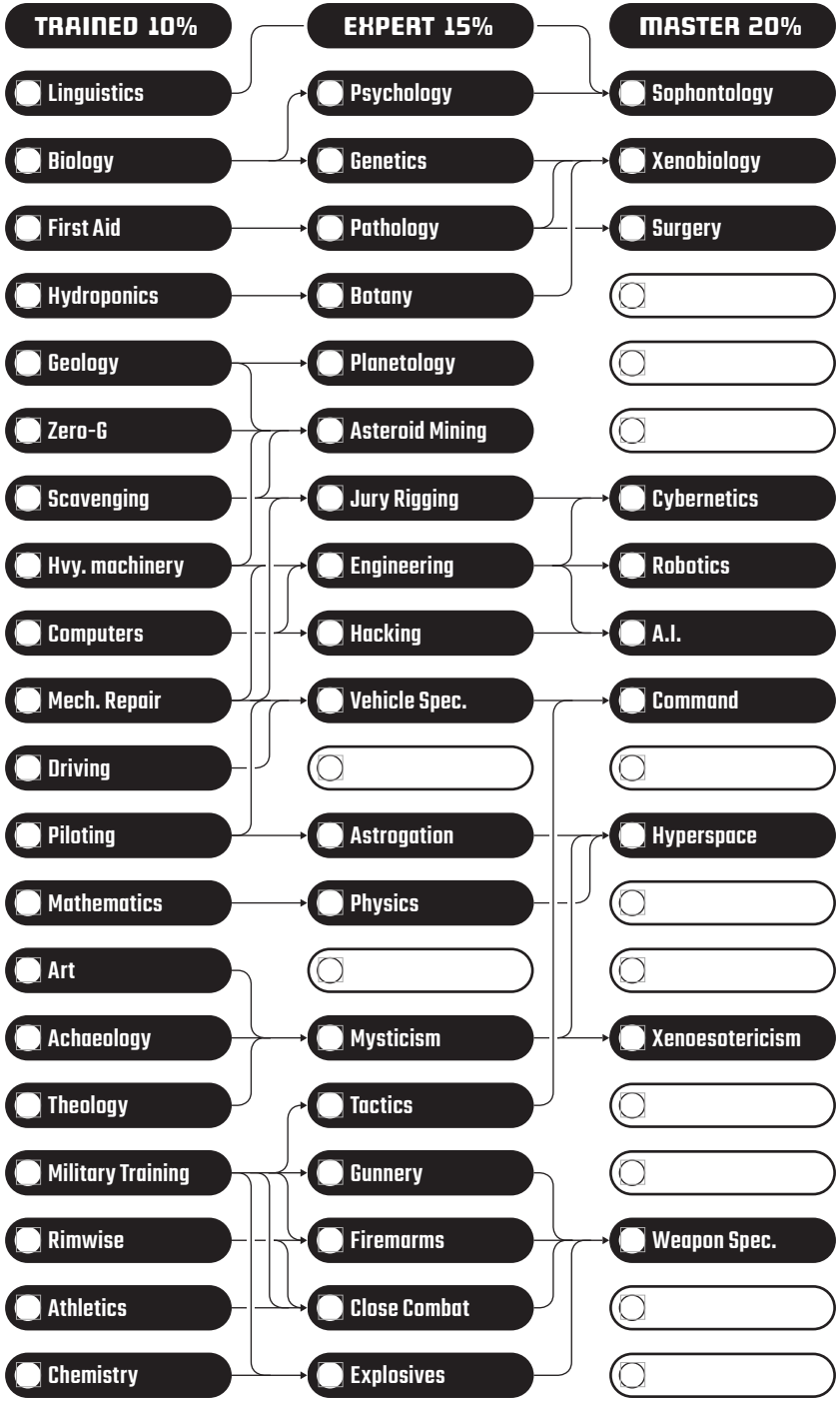
STRESS [2]

RESOLVE

EQUIPMENT

☐ **EXCAVATION**
Crowbar, Hand Welder, Laser Cutter, Body Cam, Bioscanner, Infrared Goggles, Lockpick Set, Vaccsuit [Oxygen Tank, Mag-boots, Short-range Comms].

☐ **EXPLORATION**
Vibechete, Rigging Gun, Flare Gun, First Aid Kit, Vaccsuit [Long-range Comms, Oxygen Tank], Survey Kit, Water Filter, Locator, Rebreather, Binoculars, Flashlight, Camping Gear, MRE x7.

☐ **EXTERMINATION**
SMG, Frag Grenade x6, Standard Battle Dress [Heads Up Display, Body Cam, Short-range Comms], Stimpack x6, Electronic Tool Kit.

☐ **EXAMINATION**
Scalpel, Tranq Pistol, Stun Baton, Hazard Suit, Medscanner, Automed x6, Pain Pills x6, Stimpack x6, Cybernetic Diagnostic Scanner.