

# CAPTAIN JEROME FARGUS

a.k.a. Nephew Fargus

XP-39, Seasoned Credits: 1

STRENGTH d8, SMARTS d6, SPIRIT d8, VIGOR d8, AGILITY d10

**Hindrances:** Overconfident, Loyal, Enemy—Leopold Starker

**Edges:** Lucky (+1 Bennie), Elan (+2 on Bennie Rolls, inc. Soak), Rock and Roll (negates -2 recoil), Extraction (ag roll to withdrawal from 1 melee), Star Marine Background (Scout armor).

**Skills:** Shooting d10, Fighting d10, Piloting d8, Athletics d6, Stealth d6, Repair d4, Notice d6.

**Vice:** Obligation: must get the story of the Free Galactic Rocket Corps out there!

**Background:** Spaceborn, Military

**Pace:** 6, **Parry:** 7, **Toughness** 16(10).

## Gear:

Scout Armor +10 armor, wt-0

Laser Rifle: damage 3d6, wt-8, ROF-3, 3round burst, 24/48/96

Laser Pistol: damage 3d6, wt-4, ROF-1, SA, 15/30/60

Stun Glove: damage d4+d8, wt-1, AP-4, powered, Vigor or shaken

Jump Pack: wt-10, limited flight, 12", if risky requires Piloting Check

Grav Bike: look it up if needed