



Name

Species

**Species Abilities Stunts**

**Thick Fur and Fat:** Urseminites have the equivalent of natural light armor, but only against hand-to-hand attacks. Does not stack with gear armor. -1

**Hard to Kill:** Urseminites gain an additional mild consequence and an additional Winded stress box. -2

**No Natural Weapons:** Urseminites have no natural weapons and cannot inflict stress in hand to hand combat without a weapon. +1

**Universally Despised:** -1 to Rapport rolls with anyone other than another Urseminite. +1

**-1 Crippling Blow:** When you injure an opponent with Fight, you may spend a fate point to force the target to take a consequence rather than a condition. This can only be done once per opponent per scene. The target may choose to concede instead of taking a consequence.

**-1 Dirty Fighter:** Any time you tag or compel an opponent's aspect using Fight, gain an additional +1 on the roll.

**-1 Almost Famous:** You were well-known in the cage-fighting circuit. When you meet a new person, spend a fate point to say they are a fan and gain a boost in any social interaction.

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Refresh

**Aspects**

**Heritage**

**Aptitude**

**Class D**

**Captain**

**Crewmates**

**Skills**

+5

+4

+3

+2

+1

**Gear**

**Resources**

Signature "Dingo Claw" Gauntlets [medium weapon] Aspect:  Here's My Claws, Sucker

**Conditions**

**Minor**

Winded  
   Angry

**Major**

Stunned

**Critical**

Broken

**Consequences**

**Mild [-2]**

**Moderate [-4]**

**Severe [-6]**

**Armor**

**Aspect**

Thick Fur and Fat

**Mild [-2]**

**Moderate [-4]**

**Severe [-6]**

**Shields**

**Stress**