COCKROACH

YOU’RE A MUTATED, SENTIENT BUG.

You’re living proof that your kind can survive nuclear war. You collect stuff that smells good to you but that everyone else calls garbage. Some of that trash gives you valuable experience in salvaging Ancient machinery.

Appearance: You’re a huge cockroach! From a distance, your exoskeleton looks like a long coat. You’ve also got antennae, bug eyes, and spindly limbs.

COCKROACH TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Scurry and Skitter (Level 1): Gain a +2 bonus to Reflex.
Bug Legs (Level 1): You can climb your speed. You can even climb upside down across horizontal surfaces. You can’t attack while climbing.

Cockroach Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +4 bonus to AC until the end of your next turn.

COCKROACH POWERS

EAU DE ROACH

**COCKROACH NOVICE**

You spit at your foe. The spit is a combination of excrement, scent gland fluid, regurgitated food, and stomach acid. Yep, it’s nasty, and it burns your foe and forces it away from you.

At-Will Acid, Bio
Standard Action Melee
Target: One creature
Attack: Constitution + your level vs. Fortitude
Hit: 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

HARD TO KILL

**COCKROACH UTILITY**

When others count you out, your roach exoskeleton gives you a second chance.

Encounter Acid, Bio
Immediate Interrupt Personal
Trigger: You drop to 0 hit points
Effect: You regain hit points equal to 10 + your level.

OPPORTUNISTIC MEAL

**COCKROACH EXPERT**

You never know when your next meal might be.

Encounter Acid, Bio
Free Action Melee
Trigger: You end your turn adjacent to a prone creature
Target: The triggering creature
Attack: Constitution + your level vs. Fortitude
Hit: 2d12 + Constitution modifier + twice your level acid damage.
Miss: Half damage.