

Class: Operative / Level: 1

Attributes

Brawn: 4
Dexterity: 5
Agility: 4
Stamina: 3
Sharpness: 4
Willpower: 3



Dodge Defense: 6 (11 Run)

Mental Defense: 5

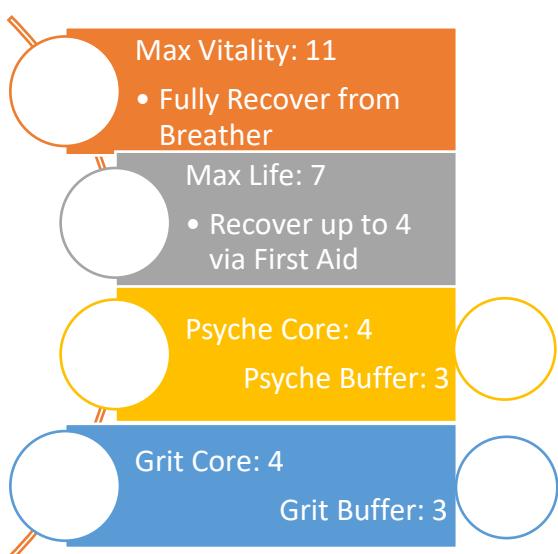
Body Defense: 6

Damage Reduction: 2

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 16/19



Eyes in the Back of Your Head: Your Spot TN is 'Take 12' instead of 'Take 10'.

Shortsword (pair) Light/Melee

• Attack: 3d6+10

• Damage: 1d8+5

Pistol (pair) Light / -5

• Attack: 2d8+7

• Damage 2d6+6

AM (Anti-Mecha) Rfile Very Bulky / -10

• Attack: 2d6+2 (Single Shot/Scope)

• Damage: 1d8+4 (AP/Mecha Scale)

Concussion Grenade Light/Grenade/-16

• Attack: 3d8+1 (3x3)

• Damage: 6d6

Skills: (Scout):

Athletics: +3 (Rank 2)

Awareness: +4 (Rank 3)

Demolitions: +2 (Rank 1)

Investigation: +3 (Rank 2)

Stealth: +3 (Rank 2)

Talents

Boost
Requirements: None
Cost: 1 or 2 Grit 
Used: Before any roll.
Effect: Add +1 to the roll for each point of Grit spent.
Special: Out of Combat using Boost is always spent from Grit Core and not from Grit Buffer.

Called Shot
Requirements: Operative – Signature Talent
Cost: 1 Grit 
Used: Before a single attack roll against a single target. (Not for attack rolls against multiple targets.)
Combat: If you hit you automatically deal a critical hit but you deal half damage before damage reduction.
Range: ∞

Additional Grit Uses

Flesh Wound: After taking Life or Psyche damage, a character may spend 1 Grit to take the damage to their Vitality and half the base damage to their Life/Psyche respectively. This allows characters with Grit to survive powerful critical hits or other attacks which may bypass their Vitality. Flesh Wound must be used against each source of damage separately.

For example, if a character is critically hit for 10 damage, they may spend 1 Grit to take 10 Vitality damage and 5 Life damage. If they do

Red-Eye
Requirements: Dex 4 / Shp 4
Cost: Life Damage 
Used: After dealing Life damage
Combat: After dealing the target at least one point of Life damage, you may sacrifice $\frac{1}{2}$ of the Life damage (rounded up) to attempt Red-Eye.
Attack: +1d20+Life Damage Used vs DD
Damage: The target takes 1 Life point damage and a -2 penalty to all rolls until they spend an Action to remove Red-Eye.
Special: No effect against vehicles.

not use Flesh Wound, they instead take the full Life damage. The full Life damage would normally be 10 points, but it could be multiplied for being a higher damage scale.

Survivor: A character may spend 1 Grit when their Life/Psyche first drops below 0 to have them drop to 0 instead. They take the normal -5 penalty to all rolls while at 0 Life/Psche.

Stabilise: If dropped into negative Life, you may spend 1 Grit upon failing the Brawn check each round to avoid death.