

Class: Skirmisher / Level: 1

Attributes

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



Dodge Defense: 6 (11 Run)

Mental Defense: 5

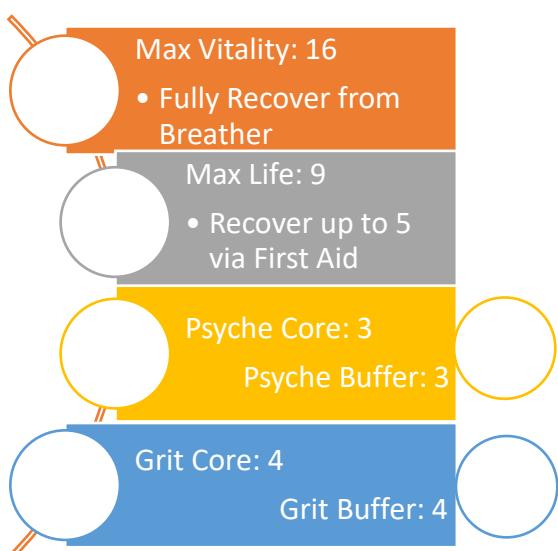
Body Defense: 7

Damage Reduction: 2

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 13/18



Ace Pilot: You hit your target with dogfighting weapons when you roll equal or above your target's Piloting check. (Normally you need to roll above target's check.)

Longsword Melee (two/one hand)

- Attack: 3d6+8/7
- Damage: 1d12+4

Hand Cannon -5 (one hand)

- Attack: 2d8+3
- Damage 3d6+3

Large Bore Rifle Bulky / Low Pen / -6 (two hands)

- Attack: 2d8+4
- Damage: 1d12+3 (Exo Scale)

Concussion Grenade Light/Grenade/-16

- Attack: 3d8+1 (3x3)
- Damage: 6d6

Skills: (Pilot)

Athletics: +2 (Rank 1)

Awareness: +3 (Rank 2)

Piloting: +3 (Rank 2)

Repair – Personal Vehicles: +3 (Rank 2)

Repair – Starships: +3 (Rank 2)

Talents

Fleet of Foot
Requirements: Skirmisher – Signature Talent
Cost: 2 Grit 
Used: Start of Movement Phase
Combat: Add +1 to your movement in the movement phase, and count as being in cover in all directions against ranged attacks. This does not apply against explosions. You may also Dodge Back from melee attacks without giving up your action.
Special: Unlike normal cover, Fleet of Foot can combine with Running

score. If your attack roll is equal or greater than all of your chosen foes' attack rolls then you may deal damage to all of them, but if any of them beat your attack roll then you deal no damage to any of them.

Warrior: A Warrior may activate Whirlwind after the attacks are rolled.

Whirlwind Attack
Requirements: Agl 4
Cost: 2 Grit 
Used: Start of Melee Phase.
Combat: When you are in melee with more than one opponent and using a melee weapon, you may activate Whirlwind before rolling their attack roll. You then choose a number of opponents up to your Agility

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.

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 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.