

# Class: Commander / Level: 1

## Attributes

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



Dodge Defense: 6 (11 Run)

Mental Defense: 6

Body Defense: 5

Damage Reduction: 1

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 11/16

**Shortsword** Light / Melee (one hand)

•Attack: 3d6+9

•Damage: 1d8+3

**Machine Pistol** Light/Auto/-6 (two hands)

•Attack: 2d10+4 (Auto)

•Damage: 2d8 (Auto 2d8)

**Rocket Launcher** Bulky / -12 (two hands)

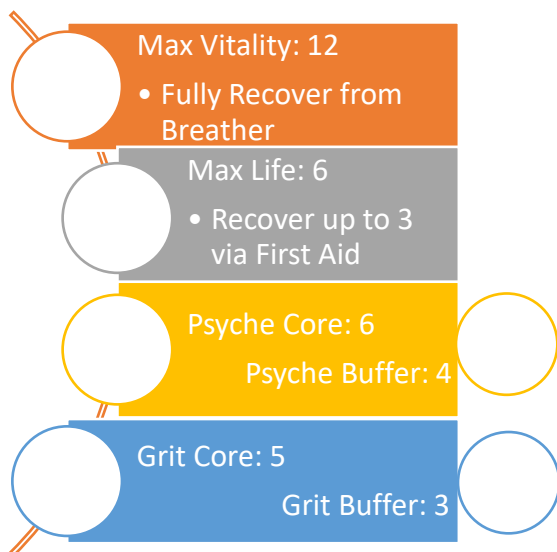
•Attack: 2d6+4 (single shot)

•Damage: 1d20 (Tank Scale)

**Concussion Grenade** Light/Grenade/-16

•Attack: 3d8-1 (3x3)

•Damage: 6d6



**Commanding Bridge Presence:** You may spend your Action in starship combat to give +2 to an ally's roll.

## Skills: (Officer)

**Haggling: +2 (Rank 1)**

**Intimidation: +4 (Rank 3)**

**Investigation: +3 (Rank 2)**

**Piloting: +3 (Rank 2)**

**Research: +2 (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.

Once More into the Breach...
Requirements: Commander - Signature Talent
Cost: 1 Psyche 🔥
Used: End of the Movement Phase.

**Combat:** Give a +3 bonus to the attack rolls of allies within 10m [5 squares] (not herself) up to a maximum number of attacks equal to her Sharpness.

Covering Fire
Requirements: None
Cost: 2 Grit 🌀
Used: Ranged Phase
Combat: When you deal damage with a ranged weapon this turn your target(s) take a -3 on all ranged attacks for the rest of this turn.

## 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/Psyche.

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