

Class: Trickster / Level: 1

Attributes

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



Dodge Defense: 7 (12 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

Pistol Light / -5 (one hand)

•Attack: 2d8+4

•Damage 2d6+4

Rocket Launcher Bulky / -12 (two hands)

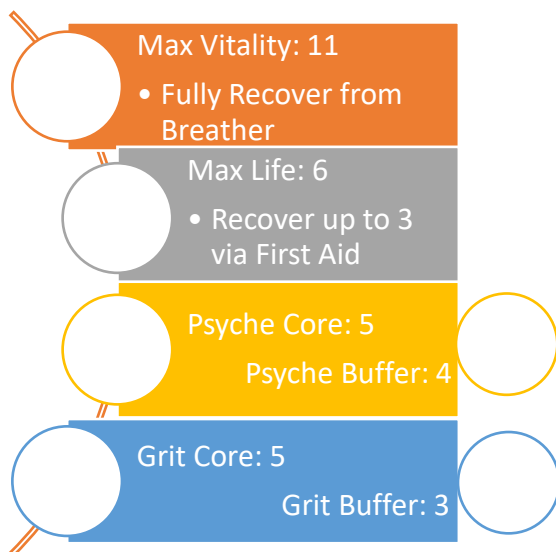
•Attack: 2d6+4 (single shot)

•Damage: 1d20 (Tank Scale)

Concussion Grenade Light/Grenade/-16

•Attack: 3d8-1 (3x3)

•Damage: 6d6



I'm Not Carrying Nothing: You may reroll any check to conceal an object before you find out if it was a success or failure. This reroll may not be used to conceal yourself or another creature. You must use the new result even if it is lower than your initial result.

Skills: (Smuggler)

Acrobatics: +2 (Rank 0)

Hacking: +1 (Rank 0)

Investigation: +3 (Rank 2)

Piloting: +3 (Rank 2)

Stealth: +3 (Rank 2)

Trickery: +4 (Rank 3)

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.

Distraction
<i>You fight not only with skill, but with a flair which throws off your foes.</i>
Requirements: Trickster – Signature Talent
Cost: 2 Psyche 🔥
Used: After rolling damage

Combat: After dealing damage to their opponent's Vitality, the Trickster may attempt to distract them.
Attack: +1d10+Shp vs MD
Damage: The target has a -5 penalty to all defenses and rolls the following turn.

Quick Draw
Requirements: Agl 5
Cost: 1 Grit 🎲
Used: Movement Phase
Combat: May draw a non-bulky equipped weapon without using your movement phase.
Skirmisher: May draw two equipped weapons with Quick Draw.
Trickster: May draw any single equipped weapon or other item with Quick Draw.
Note: Quick Draw doesn't apply to reloading

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.