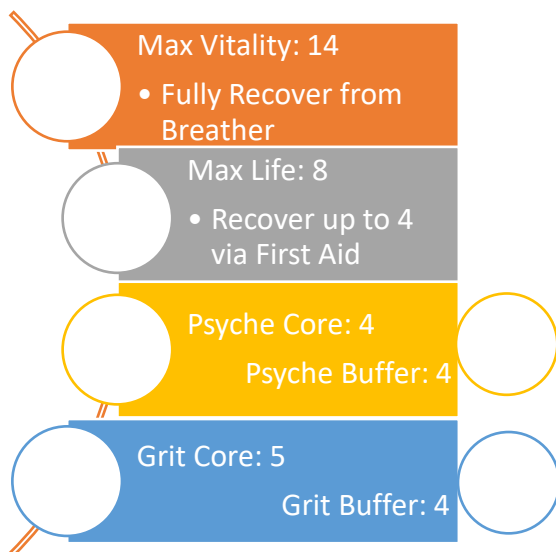


Class: Guardian / Level: 1

Attributes

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



Come on Baby Hold Together: You two bonus dice when making repair: starship checks mid-combat.

Dodge Defense: 6 (11 Run)

Mental Defense: 6

Body Defense: 6

Damage Reduction: 2

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 11/16

Longsword Melee (two/one hand)

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

Hand Cannon -5 (two/one hand)

- Attack: 2d8+4/2
- Damage 3d6+3

Assault Rifle Auto / -5 (two hands)

- Attack: 2d10+4
- Damage: 2d8+3 (Auto +0)

Concussion Grenade Light/Grenade/-16

- Attack: 3d8+0 (3x3)
- Damage: 6d6

Skills: (Mechanic)

Piloting: +3 (Rank 2)

Psychic – Cloaking: +2 (Rank 1)

Psychic – Telekinesis: +2 (Rank 1)

Psychic – Telepathy: +2 (Rank 1)

Repair – Mecha & Exo: +3 (Rank 2)

Repair – Personal Vehicles: +3 (Rank 2)

Repair – Starships: +3 (Rank 2)

Talents

Keep Your Enemies Closer
Requirements: None
Cost: 1 Grit 🎲
Used: Movement Phase
Combat: Any foe attacking you at range while you are in melee takes an additional -6 penalty to hit you.

Raw Psy-Strike
Requirements: Guardian Signature Talent / one free hand
Cost: 3 Psyche 🧠
Used: Melee Action
Attack: 2d10+Dexterity vs DD

Damage: 1d20+Willpower (E) and you may choose to make a secondary attack roll
Secondary: On a hit roll 2d6+Willpower vs BD
Damage: Foe is pushed back a # of squares equal amount rolled over target's BD. This is damage after scaling changes.

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/Psyche.

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