

CHARACTER NAME	Specialist Arrik Novar
SPECIES	Clawdite
CAREER	Spy
SPECIALIZATIONS	Infiltrator/Slicer

SOAK VALUE	
4	
WOUNDS	
13	
THRESHOLD	CURRENT

DEFENSES	
1	1
MELEE	RANGED
STRAIN	
14	
THRESHOLD	CURRENT

CHARACTERISTICS			
BRAWN	3	AGILITY	2
CUNNING	3	WILLPOWER	2
		INTELLECT	3
		PRESENCE	2

SKILLS			
SKILL	CAREER?	RANK	DICE POOL
ASTROGATION (INT)			◆◆◆
ATHLETICS (BR)			◆◆◆
CHARM (PR)			◆◆◆
COERCE (WILL)			◆◆◆
COMPUTERS (INT)	●	3	◆◆◆◆◆
COOL (PR)	●	1	◆◆◆
COORDINATION (AG)	●		◆◆◆
DECEPTION (CUN)	●	2	◆◆◆◆
DISCIPLINE (WILL)			◆◆◆
KNOW. (EDUCATION) (INT)	●		◆◆◆◆
KNOW. (UNDERWORLD) (INT)	●		◆◆◆◆
KNOW. (WARFARE) (INT)	●	1	◆◆◆◆
LEADERSHIP (PR)			◆◆◆◆
MECHANICS (INT)			◆◆◆◆
MEDICINE (INT)			◆◆◆◆
NEGOTIATION (PR)			◆◆◆◆
PERCEPTION (CUN)	●		◆◆◆◆
PILOTING — PLANETARY (AG)			◆◆◆◆
PILOTING — SPACE (AG)			◆◆◆◆
RESILIENCE (BR)			◆◆◆◆
SKULDUGGERY (CUN)	●	2	◆◆◆◆
STEALTH (AG)	●	1	◆◆◆◆
STREETWISE (CUN)	●		◆◆◆◆
SURVIVAL (CUN)			◆◆◆◆
VIGILANCE (WILL)			◆◆◆◆

WEAPONS				
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibroknife	Melee	Engaged	4	◆◆◆◆
-Inflict Critical Injury on a hit for ☹☹ or ☹. -Pierce 2: Ignores 2 points of target's soak. -Vicious 1: On a Critical Injury, add +10 to the roll.				
Shock Gloves	Brawl	Engaged	3	◆◆◆
-Inflict Critical Injury on a hit for ☹☹☹☹☹ or ☹. -Stun 3: Spend ☹☹ and cause 3 Strain to target.				
Blaster Pistol	Ranged (Light)	Medium	6	◆◆
-Inflict Critical Injury on a hit for ☹☹☹ or ☹. -Stun setting: Lowers range to Short, deals Strain damage instead.				
Unarmed	Brawl	Engaged	4	◆◆◆◆
-Inflict Critical Injury on a hit for ☹☹☹☹☹ or ☹. -Spend ☹☹ to Disorient foes for 1 round (adding ■ to all checks) -Spend ☹☹ to knock target prone (+☹ per silhouette)				

COMBAT SKILLS			
BRAWL (BR)			◆◆◆◆
GUNNERY (AG)			◆◆◆◆
MELEE (BR)	●	2	◆◆◆◆
RANGED — LIGHT (AG)			◆◆◆◆
RANGED — HEAVY (AG)			◆◆◆◆

SPECIES ABILITIES & TALENTS	
Bypass Security 1	Remove ■ from checks made to disable a security device or open a locked door.
Change Form	Spend 2 Strain to upgrade Deception check to convey a false appearance. This lasts until the Clawdite wills the change to end, is knocked unconscious, or is killed. Strain spent does not recover until reverting to natural form.
Codebreaker 1	Remove ■ from checks and decrease difficulty of checks by ◆ to break codes or decrypt communications.
Defensive Slicing 1	When defending computer systems, add ■ to opponent's checks.
Dodge 1	When targeted by a combat check, suffer 1 strain to upgrade the difficulty of the check by 1 (◆→◆).
Frenzied Attack 1	When making a Melee or Brawl check suffer 1 Strain to upgrade the attack by 1 (◆→◆).
Grit 2	Gain +2 Strain Threshold (Added in).
Natural Programmer	Once per session, may reroll any 1 Computers or Astrogation check.
Soft Spot 1	After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.

EQUIPMENT

Encumbrance Threshold: 8 (12)		Current Encumbrance: 10
Vibroknife (Enc. 1)	Recon Remote (Enc. 1)	Field Ration Pack
Shock Gloves	Burning Gel (Enc. 1)	Respirator (Enc. 1)
Blaster Pistol (Enc. 1)	Combat Webbing and Utility Belt (+4 Enc. TH)	Imperial Officers' Uniform
Armored Clothing (Enc. 3)	Slicer Gear (Enc. 2)	
Stimpacks (2) – Heals 5 Wounds with diminishing results with repeated use. Second heals 4, third 3, etc.	Comlink (Handheld)	

DUTY MOTIVATION

Intelligence – 10
Quest (Glory)

XP AVAILABLE XP SPENT

0
130

GENDER AGE

Male
28

HEIGHT

1.7 Meters
(Natural form)

WEIGHT

44.5 KG
(Natural Form)

HOMELAND HAIR

Zolan
None (Natural Form)

EYES

Black (Natural Form)

NOTABLE FEATURES

Depends on his mood.

BACKGROUND

Unlike many non-humans Arrik has never known hardship under the Empire's rule, always able to shapeshift into a new form when someone took issue with his appearance. Arrik specialized in corporate espionage, working for half a dozen corporations over the past few years. Between his ability to lie and slice his way through computer systems few things held a challenge for him.

What is someone worth if nothing they do poses a challenge? If their employers forget their name as soon as a task is complete? Arrik joined the Rebel Alliance for the challenge and thrill of it all. Here he can put his talents to good use against overwhelming odds, and afterwards his contributions are acknowledged, appreciated, and remembered.

DICE SYMBOLS

SUCCESS



Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, the check succeeds.

TRIUMPH



Triumph ⊕ symbols count as Success symbols ✨ and may also be spent to trigger a powerful positive consequence.

ADVANTAGE



Advantage ⊕ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.

FAILURE



Failure ▼ symbols cancel Success ✨ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✨ symbols, the check is a failure.

DESPAIR



Despair ☠ symbols count as Failure ▼ symbols (they cancel Success ✨ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT



Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⊕ symbols.

DICE



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

THE PLAYER'S TURN

On each turn, you can perform 1 Action and 1 Maneuver, in any order.

An Action may include:

- Perform an attack
- Use a skill
- Exchange your 1 Action for an additional Maneuver

A Maneuver may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second Maneuver.

You cannot perform more than 2 Maneuvers on your turn.

You can also perform any number of Incidental actions.