



Starchasers Scoundrel

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Level _____ Character _____

Experience

Motivators

Sticky Fingers: Whenever the Scoundrel takes something that doesn't belong to them worth at least 10 credits, they gain 1 Motivation.

Tactical Retreat: Whenever the Scoundrel uses two Movement Actions in a row to move away from an enemy, they gain 1 Motivation. Note that one of these Movement actions can instead be the Hide Action.

Base Abilities

Sneak Attack: The Scoundrel has learned how to use any advantage. When a Scoundrel is able to make a Surprise Attack or Back Attack against another creature, they gain +1 attack die. This ability increases as the Scoundrel levels up.

A Bad Feeling: The Scoundrel has a sense of danger that heightens their senses. When in a potentially dangerous situation, the Smuggler is more alert. Increase the Scoundrel's Alertness (and therefore Initiative) by +1 permanently.

Knowledge: Forgery ○○○○○○

Underworld Connections

Dirty Tricks

- | | |
|---|---|
| ☐ Black Marketeer | ☐ Personnel Shield |
| ☐ Crooked Enforcer | ☐ Major Sucker Punch |
| ☐ Face | ☐ Fist Full of Sand |
| ☐ Gun Runner | ☐ Naughty Little Helper |
| ☐ Infochant | ☐ Guard, Slick Man |
| ☐ Merc | ☐ Talk Fast |
| ☐ Mob Boss | ☐ Just a Little Old Lady |
| ☐ Slicer | ☐ The Nards |
| ☐ Smuggler | |
| ☐ Thief | |

lvl xp total

Features

1 60

- Knowledge: Forgery
- Melee Weapon Proficiency

2 90

- Scout Skill Point
- Con Artist Skill Point

3 120

- Guard Skill Point
- Networker Skill Point

4 150

- Sneak Attack +2
- Any Skill Point

5 180

- Knowledge: Forgery
- Thrown Weapon Proficiency

6 240

- Helm Skill Point
- Negotiator Skill Point

7 330

- Engineer Skill Point
- Comms Skill Point

8 420

- Sneak Attack +3
- Any Skill Point

9 510

- Knowledge: Forgery
- Ranged Weapon Proficiency

10 600

- Medical Skill Point
- Instigator Skill Point

11 750

- Scanners Skill Point
- Survivalist Skill Point

12 900

- Sneak Attack +4
- Any Skill Point

13 1050

- Knowledge: Forgery
- Melee Weapon Proficiency

14 1300

- Investigator Skill Point
- Athlete Skill Point

15 1600

- Technician Skill Point
- Intimidator Skill Point

16 2000

- Sneak Attack +5
- Any Skill Point

17 2500

- Knowledge: Forgery
- Exotic Weapon Proficiency

18 3000

- Commander Skill Point
- Calculator Skill Point

19 3500

- Sneak Attack +6
- Any Skill Point

20 4000

- Bushwhack