



Starchasers Spy

Sheet version 0.10.1

Level _____ Character _____

Experience

Motivators

Tricky-Tricky: Whenever the Spy spends 10 minutes deceiving a target they gain 1 Motivation.

If Looks Could Kill: Whenever the Spy has spent 10 minutes attempting to Improve the Disposition of an important NPC towards themselves and their allies, they gain 1 Motivation.

Base Abilities

Dedicated Role: If a Spy has been using Fast Talk for more than 10 minutes, they can spend 1 Motivation to gain an Automatic Success to perpetuate that deception for the rest of the day.

Vanish: As a Movement Action, The Spy can spend 1 Motivation to break the line-of-sight of a group and go into Stealth (and gain Concealment) as long as there are at least 2 other characters within 3 squares, even if these other characters are also enemies. The Spy must move at least 1 square to trigger this effect.

Disguises ○○○○○○

Poisons:

Fake Identities

Name

Occupation

Location

lvl xp total

Features

1

60

- Disguises Skill Point
- Scout Skill Point

2

90

- Networker Skill Point
- Con Artist Skill Point

3

120

- Scout Skill Point
- Melee Weapon Proficiency

4

150

- Technician Skill Point
- Survivalist Skill Point

5

180

- Disguises Skill Point
- Athlete Skill Point

6

240

- Networker Skill Point
- Con Artist Skill Point

7

330

- Pilot Skill Point
- Communications Skill Point

8

420

- Scout Skill Point
- Ranged Weapon Proficiency

9

510

- Disguises Skill Point
- Commander Skill Point

10

600

- Networker Skill Point
- Con Artist Skill Point

11

750

- Instigator Skill Point
- Investigator Skill Point

12

900

- Technician Skill Point
- Survivalist Skill Point

13

1050

- Disguises Skill Point
- Athlete Skill Point

14

1300

- Networker Skill Point
- Con Artist Skill Point

15

1600

- Instigator Skill Point
- Investigator Skill Point

16

2000

- Pilot Skill Point
- Communications Skill Point

17

2500

- Disguises Skill Point
- Commander Skill Point

18

3000

- Thrown Weapons Proficiency
- Any Shipstation Skill Point

19

3500

- Any Weapons Proficiency
- Any Shipstation Skill Point

20

4000

- Instant Disguise