

# Dantès

**Class:** Expert

**Origin:** Human

**Homeworld:** -

**Goal:** Pilot a ship and be free / get revenge on the guy who stole his good life

**Level:** 3

**Background:** Dilettante

**Languages:** Mandate

STR 12 +0

DEX 14 +1

CON 18 +2

INT 14 +1

WIS 13 +0

CHA 14 +1

HP 21

AC 14 vs TL3 weapons

AC 14 vs TL4+ melee weapons & firearms

Move 10m (Unencumbered)

Base Attack +1

System Strain max 18, permanent 0

**Saving Throws:**

Physical 11

Evasion 12

Mental 12

Attributes were rolled randomly (3d6 each, in order, set one to 14).

**Class Abilities:** Once per scene, you can reroll a failed skill check, taking the new roll if it's better.

**Skills:** Administer-0, Connect-0, Fix-0, Perform-0, Pilot-2, Shoot-1, Trade-0, Work-0

**Foci:** Die Hard-1, Specialist (Pilot)-1, Starfarer-1

## Equipment

- **Readied:** Compad, Laser Rifle, Secure Clothing
- **Stowed:** -
- **Cached:** -
- **Credits:** \$400

Readied Items: 3 (Unencumbered: up to 6, Light Enc: up to 8, Heavy Enc.: up to 10)

Stowed Items: 0 (Unencumbered: up to 12, Light Enc: up to 16, Heavy Enc.: up to 20)

## Armor

- **AC 14 vs low-tech (TL3 or lower) weapons:** Readied Secure Clothing gives base AC 13; Dexterity gives +1 AC
- **AC 14 vs high-tech (TL4 or higher) melee weapons and all firearms:** Readied Secure Clothing gives base AC 13; Dexterity gives +1 AC

## Ranged Weapons

- **Laser Rifle:** +4 to hit, 1d10+1 dmg, rng 300/500, mag 20, burst fire (uses 3 ammo, +6 to hit, 1d10+3 damage), ash or sand cloud applies up to a -4 to hit and halves range., TL 4, TL 4

## Melee Weapons

- **Unarmed Attack:** +0 to hit, 1d2+1 dmg, Unarmed attacks always add the attacker's Punch skill to damage rolls, unlike other weapons., TL 0, TL 0

## Foci

- **Die Hard:** You are surprisingly hard to kill. You can survive injuries or bear up under stresses that would incapacitate a less determined hero.
  - **Level 1:** You gain an extra 2 maximum hit points per level. This bonus applies retroactively if you take this focus after first level. You automatically stabilize if mortally wounded by anything smaller than a Heavy weapon.
- **Specialist (Pilot):** You are remarkably talented at a particular skill. Whether a marvelous cat burglar, a world-famous athlete, a brilliant engineer, or some other savant, your expertise is extremely reliable. You may take this focus more than once for different skills.

- **Level 1:** Gain a non-combat, non-psychic skill as a bonus. Roll 3d6 and drop the lowest die for all skill checks in this skill.
- **Starfarer:** You are an expert in the plotting and execution of interstellar spike drills. While most experienced pilots can manage conventional drills along well-charted spike routes, you have the knack for forging new drill paths and cutting courses too dangerous for lesser navigators.
  - **Level 1:** Gain Pilot as a bonus skill. You automatically succeed at all spike drill-related skill checks of difficulty 10 or less.

## Equipment Descriptions

- **Compad:** One of a host of different hand-held portable communications devices. Most TL4 worlds have global comm coverage, but primitive worlds render these devices useless without a nearby comm server to provide connectivity. (enc. -)
- **Laser Rifle:** Laser rifles are among the most common type of energy weapon. Depending on the tech used in the sector, they might produce silent, invisible beams of death or noisy, brightly-colored streaks of lethal light. The phased multifrequency beam is capable of penetrating any ordinary mist or haze, but a thick cloud of thermally-resistant particulate matter such as ash or sand can seriously degrade the beam, applying up to a -4 penalty to hit and cutting ranges in half. (enc. 2)
- **Secure Clothing:** Secure clothing comes in assorted styles and fashions ranging from casual street wear to haute couture. Normal fabrics and components are replaced with light, flexible armor components that are only slightly hindering to the wearer. Only close tactile examination can distinguish secure clothing from ordinary couture. (enc. 1)
- **Unarmed Attack:** Unarmed attacks reflect ordinary kicks and punches. Unarmed attacks always add the attacker's Punch skill to damage rolls, unlike other weapons. Kinesis wraps, spiked knuckles, and other small fist weapons may be treated as small advanced or primitive weapons that use the Punch skill and add the skill level to their rolled damage, but not to Shock. Such weapons do not augment a hero with the Unarmed Combatant focus. (enc. 0)

## Skills

- **Administer (Level 0):** Manage an organization, handle paperwork, analyze records, and keep an institution functioning on a daily basis. Roll it for bureaucratic expertise, organizational management, legal knowledge, dealing with government agencies, and understanding how institutions really work.
- **Connect (Level 0):** Find people who can be helpful to your purposes and get them to cooperate with you. Roll it to make useful connections with others, find people you know, know where to get illicit goods and services, and be familiar with foreign cultures and languages. You can use it in place of Talk for persuading people you find via this skill.
- **Fix (Level 0):** Create and repair devices both simple and complex. How complex will depend on your character's background; a lostworlder blacksmith is going to need some study time before he's ready to fix that broken fusion reactor, though he can do it eventually. Roll it to fix things, build things, and identify what something is supposed to do.
- **Perform (Level 0):** Exhibit some performative skill. Roll it to dance, sing, orate, act, or otherwise put on a convincing or emotionally moving performance.
- **Pilot (Level 2):** Use this skill to pilot vehicles or ride beasts. Roll it to fly spaceships, drive vehicles, ride animals, or tend to basic vehicle repair. This skill doesn't help you with things entirely outside the scope of your background or experience, though with some practice a PC can expand their expertise.
- **Shoot (Level 1):** Use Shoot as a combat skill when using ranged weaponry, whether hurled rocks, bows, laser pistols, combat rifles, or ship's gunnery.
- **Trade (Level 0):** Find what you need on the market and sell what you have. Roll it to sell or buy things, figure out where to purchase hard-to-get or illicit goods, deal with customs agents, or run a business.
- **Work (Level 0):** This is a catch-all skill for professions not represented by other skills. Roll it to work at a particular

profession, art, or trade.

## Notes