

Kithamora Korkedra

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Alias: Ace		Pilot Scorpianoid : You are resistant to heat, low pressure and slashing harm but are large and bulky requiring specialty tools and furniture. You have no fine manipulation. For 1 Stress you may jump forward a significant distance. You can push yourself ¹⁾ to do one of the following: a superhuman feat with your armor piercing claws or sting with your armor piercing stinger. ²⁾ Keen Eye : You have sharp eyes and notice small details many might overlook. Gain +1d when firing ship guns or making trick shots ³⁾ .
Look: Giant scorpion		
Heritage: Xeno		
Background: Syndicate		
Vice: Weird		
Stress	Trauma	
0 (of 9)	0 (of 4)	
Harm		
none		

<p>Attribute Used to reduce or avoid the consequences of an effect. Suffer 6 Stress minus the highest die result. If you roll a Critical (6s) you also clear one additional stress</p>	<p>Insight Resist consequences from deception or understanding 1</p>	<p>Prowess Resist consequences from physical strain or injury 3</p>	<p>Resolve Resist consequences from mental strain or willpower 2</p>
<p>Actions</p>	<p>Doctor Doctor someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy. 0</p>	<p>Helm Helm a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship. 2</p>	<p>Attune Attune to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants. 0</p>
	<p>Hack Hack computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications. 0</p>	<p>Scramble Scramble to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments. 1</p>	<p>Command Command obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want. 1</p>
	<p>Rig Rig together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives. 1</p>	<p>Scrap Scrap with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle. 0</p>	<p>Consort Consort with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places. 1</p>
	<p>Study Study a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research. 0</p>	<p>Skulk Skulk about unseen; pick pockets; employ subtle misdirection or sleight of hand. 1</p>	<p>Sway Sway someone with charm, logic, disguise, or bluffing; change attitudes or behavior with manipulation or seduction. 0</p>
<p>Deadly Friends</p>			
<p>Allies</p>		<p>Enemies</p>	
<p>Choss, a professional racer. <i>Do you have hot tips for each other? Or are you always striving to outdo each other?</i></p>		<p>Mav, a former mentor. <i>What tricks did they teach you? Are they now jealous of your skill??</i></p>	

Experience

Attributes	Playbook	End of Session
Gained from making a Desperate action, Downtime training or end of session. 6 to get a new action point	Gained at end of session or Downtime training. 8 to get a new special ability	You get one XP (or two if it occurred multiple times) for:
<p style="text-align: center;"> <u>0</u> <u>0</u> <u>0</u> </p> <p style="text-align: center;">Insight Prowess Resolve</p>	<p style="text-align: center;"><u>0</u></p> <p style="text-align: center;">Playbook</p>	<p>1) Addressing a tough challenge with speed or flair</p> <p>2) Expressing your beliefs, drives, heritage or background</p> <p>3) Struggling with issue from your vice or traumas</p>

Equipment

Light Load = 3	Normal Load = 5	Heavy Load = 6
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Specialist Equipment

- **Fine customized spacesuit.** Sweet decals, emergency beacon, some thrust. Will keep you alive in space or when your cockpit gets shot. Lets you move about a bit and maybe even extends jumps in atmosphere. *What patches or custom artwork do you have on yours, and what does it mean?* [**2 load**]
- **Fine small Urbot.** A small Urbot that supports piloting and can carry a few items. Seems eerily sentient. *Urbots are supposed to be wiped about once a year. How long has it been since you've taken yours in to the Guild of Engineers for such a procedure? What is its designation and what personality quirks does it have? What does its chassis look like, and how does it help you pilot?* [**2 load**]
- **Fine mechanics kit.** Hand-held scanners, hull patch kit, assortment of hand tools. Everything you need to patch a vehicle and get it flying again. *What tool did you just pick up? Which one did you customize?* [**1 load**]
- **Grappling hook.** Small, but mechanized. Can pull you up. Fits in your belt. Makes you look dashing when you swing to the rescue. *When did it last break?* [**1 load**]
- **Guild license.** Legit pilot certification (though it may not be yours). Will allow you passage through a jumpgate. *How did you get yours?* [**1 load**]
- **Victory cigars.** Enough to share with a few choice people. What's the point of pulling off amazing stunts if you can't celebrate? No guarantee the rest of your crew will appreciate the smell, or won't turn up the air filters. *Where do you get these, and how many do you have left? How rare are they?* [**0 load**]

Standard Equipment

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement. [**2 load**]
- **Blaster Pistol:** Shoots bolts of hot plasma. Accurate only at close range. Makes "pew pew" noises (mandatory). Comes in a variety of shapes. How do you customize yours? [**1 load**]
- **Communicator:** Has a few bands, likely even a few encrypted. Works only when within orbit. [**0 load**]
- **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really. [**1 load**]

- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs. [**1 load**]
- **Heavy Blaster:** Can do some considerable damage to vehicles and things like unshielded doors. Has about a dozen shots. Will do serious and messy harm to people. Illegal. [**2 load**]
- **Illicit Drugs:** What's your poison, space cowboy? For personal use, catching a dangerous bounty, or entertainment while traveling between planets. [**0 load**]
- **Medkit:** Blood for a few common races, gauze, antiradiation injector, laser scalpel, antiseptics, thread, painkillers. [**2 load**]
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included. [**1 load**]
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters. [**1 load**]
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other gas, liquid, or substance you breathe). [**2 load**]
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters. [**1 load**]

1)

2 stress

2)

When you **push yourself** to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

A superhuman feat is one a human could not do unassisted, such as tearing apart metal doors. If you use your stinger, its poison effects creatures based on their biology and has no effect on Urbots.

3)

This can be used as a basis for **resistance rolls** to act first.

"No, I want to act before him—I would've seen him reaching for the gun." Also, trick shots can be performed with almost any kind of ranged weapon, not just ship weapons.

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