

PAKLED NOMAD

Minor NPC

Cannot Avoid an Injury [Core, p.311]



STRESS 11 **RESISTANCE 0**

FOCUSES

None

CONTROL 9	COMMAND 2
DARING 10	CONN 1
FITNESS 9	SECURITY 2
INSIGHT 8	ENGINEERING 1
PRESENCE 8	SCIENCE 0
REASON 7	MEDICINE 0

VALUES

None

SPECIES STAT MOD

Control +1, Daring +1, Insight +1

TRAITS

Pakled

ATTACKS (❖ = Escalation)

Unarmed Strike (Melee, 3▲, Knockdown, 1H, Non-lethal)

Disruptor Pistol (Ranged, 5▲ Vicious 1, 1H)

SPECIAL RULES

- ◀ **DEVIOUS:** When attempting an Opposed Task to deceive a creature or hide intentions, the Pakled always has at least 1 success, and wins ties even if not the active character. ▶
- ◀ **COBBLE TOGETHER:** When the Pakled would fail at a Task to perform repairs or build a device, it can choose to generate a Complication and gain 2 additional successes. ▶

CHALNOTH ANARCHIST

Notable NPC

Avoid an Injury once per Scene only (2 Momentum/Threat) [Core, p.311]



STRESS 13 **RESISTANCE 0**

FOCUSES

Melee Combat, Intimidation

CONTROL 9	COMMAND 2
DARING 11	CONN 1
FITNESS 10	SECURITY 3
INSIGHT 8	ENGINEERING 2
PRESENCE 9	SCIENCE 0
REASON 7	MEDICINE 1

VALUES

No One Tells Me What To Do

SPECIES STAT MOD

Daring +1, Fitness +1, Presence +1

TRAITS

Chalnoth

ATTACKS (❖ = Escalation)

Unarmed Strike (Melee, 4▲, Knockdown, 1H, Non-lethal)

Great Blade (Melee, 6▲, 2H, Intense)

Disruptor Pistol (Ranged, 6▲ Vicious 1, 1H)

❖ Disruptor Rifle (Ranged, 7▲ Vicious 1, 2H, Accurate)

SPECIAL RULES

- ◀ **CHALNOTH MIGHT:** Momentum Cost for Disarm is reduced by 1. Also, if the Chalnoth initiated attack, and added one or more dice by spending or adding to Threat, the Chalnoth may re-roll the dice pool. ▶
- ◀ **ANARCHY:** Any attempt at a Social Task involving the Chalnoth has its Difficulty increased by 2. ▶