

FELAN

	SCAVENGER	PIRATE	SCRAPPER
TIER	Starting	Starting	Starting
SIZE	Medium	Medium	Medium
CLASSIFICATION	Organic (mammal)	Organic (mammal)	Organic (mammal)
SENTIENCE	Sentient	Sentient	Sentient
XP	2	3	9
STR	3 (2d6)	4 (3d6)	3 (2d6)
AGI	6 (4d6)	6 (4d6)	8 (5d6)
END	4 (3d6)	4 (3d6)	6 (3d6)
INT	4 (3d6)	4 (3d6)	4 (3d6)
WIL	3 (2d6)	3 (2d6)	3 (2d6)
CHA	4 (3d6)	5 (3d6)	4 (3d6)
PSI	0	0	0
SPEED	8	8	9
CLIMB	5	5	5
JUMP	17/8 (3 sq/ 1sq)	17/8 (3 sq/ 1sq)	21/8 (4 sq/ 1sq)
INITIATIVE	3d6	3d6	3d6
PERCEPTION	12	12	12
CARRY	90 lb	110 lb	90 lb
NATURAL DAMAGE	1d6	1d6	1d6
HEALTH	12	12	18
DEFENSE	15	12 (SOAK 4; leather)	15 (SOAK 4; leather)
MENTAL DEFENSE	7	7	7
RESISTANCES	-	-	-
VULNERABILITIES	-	-	-
ATTACKS	Laser pistol 4d6 (2d6 heat damage; range 10) Claw 4d6 (1d6 cutting damage)	Laser pistol 5d6 (2d6 heat damage; range 10) Claw 4d6 (1d6 cutting damage)	Laser pistol 6d6 (3d6 heat damage; range 12) 2x Claw 6d6 (1d6 cutting damage)
COMBAT TRICKS	Roll With It, Blinding Attack	Death from On High, Feint	Death from On High, Feint, Blinding Attack, Ambidexterity
SPECIAL ABILITIES	+1d6 to petty theft	+1d6 to petty theft	+1d6 to petty theft
SKILLS	Running, Climbing, Jumping, Thievery, Stealth, Acrobatics	Running, Thievery, Appraisal, Marksman	Running, Climbing, Jumping, Acrobatics, Unarmed Combat
EQUIPMENT	Laser pistol	Laser pistol	HQ laser pistol, leather armor

Felans are an unimaginatively named catlike species, known for their flightiness and their lack of discipline. Felans often become thieves, pirates, and scavengers, relying on their natural agility and acrobatic skills to make up for their slight frames.