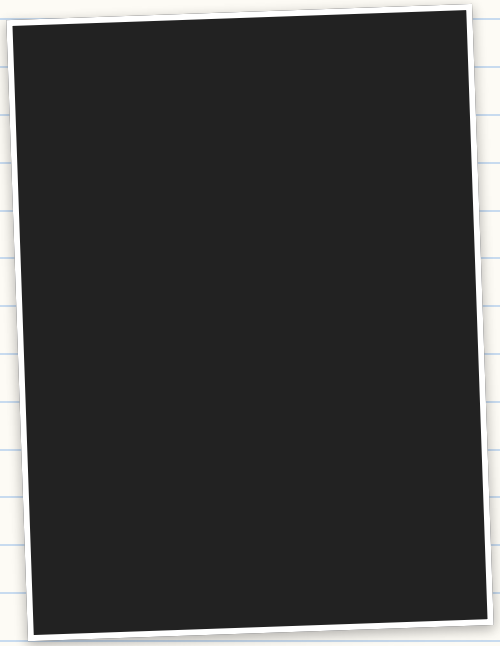
Big Barry Syx

Brian Murphy as Big Barry Syx

SEASON 17



RACE
Clone

CLASS
Berserker (Ballistic Approach)

LEVEL
6

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+0	+0	+2

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
17	—	6	—

End of A Starstruck Odyssey — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: A Starstruck Odyssey wiki (fan project), every value links to its moment on the site.

Big Barry Syx

FULL SHEET

Skills

- Intimidation +4
- Persuasion +2

Saving throws

- —

Features

- **Brawny** — Character feature on the card. SOE1 00:25:47
- **In the zone** — Murph puts his sunglasses on as Barry gets into the zone, the Berserker state. SOE1 00:36:39
- **Precision Shot** — Takes a Precision Shot with a power die: 17 to hit. SOE1 00:36:53
- **Rage on the ship gun** — Murph: "I think if I bonus action, I'm a barbarian." SOE1 01:28:18
- **Guard** — Bonus action Guard: stands in front of Zortch. SOE4 02:48:30
- **Brawny: carrying** — Carrying capacity doubles, so he can carry Gunnie. SOE4 01:37:51
- **In the zone: rage** — A bonus action, "how I go into a rage", with bigger sunglasses; advantage on his attack. SOE4 01:38:05, SOE4 01:40:25
- **In the zone: halves damage** — Damage from the fall is halved because he was in the zone; he keeps six hit points. SOE4 01:44:18, SOE4 01:43:33
- **Barry's Instinct: leap** — A bonus-action jump while in the zone, used to leap onto a scooter: "I'll be taking that." SOE5 00:16:18, SOE5 00:16:29
- **Regeneration** — Reaction: expends a hit die and gets one back; heals 8. SOE5 00:47:26, SOE5 00:47:40
- **Stone Cold Stunner** — On a natural 20 Brennan narrates him flipping a lieutenant off the scooter without using the action economy; Murph: "Stone Cold Stunner?" (a one-off ruling) SOE5 00:56:52, SOE5 00:57:04
- **Formation Style** — Bonus action Guard on Margaret because of Formation Style; takes the hit. SOE5 01:00:23, SOE5 01:24:54
- **Formation Style: Aurora** — Formation Style makes Aurora Nebbins move with him as a bonus action. SOE5 02:07:47
- **Burst** — Fires a burst into a group of enemies and rolls damage: 9 damage. SOE5 00:59:34, SOE5 00:59:59
- **Rage does not stop cold** — Brennan asks whether cold bypasses the rage; it does, and Barry takes the 36 cold damage. SOE8 00:28:42
- **Regeneration (heal to 22)** — Reaction heal after the cold blast; Murph: "22." SOE8 00:29:22, SOE8 00:29:45
- **Burst: save DC** — Burst on the Sheriff and two deputies: Dexterity saves, DC 15; his weapon attack bonus is +7 (not a spell attack). SOE8 00:16:24, SOE8 00:17:14
- **Smell** — Smells nothing but his own blood. SOE8 00:32:22
- **Barry's Instinct: leap damage** — "While raging bonus action you leap 30 feet, you deal kinetic damage equal to Strength within five feet of you." SOE8 01:04:37
- **Smell: Slop and Gravy** — Smells Slop and Gravy. SOE8 00:39:34
- **Crit on 19** — "That's a crit with a 19 because of the new level up." SOE9 01:16:24
- **Explosive Shot** — Bonus action Explosive Shot with the ship's gun: after reducing a ship to zero, spends a power die for another ship attack. SOE9 01:17:14
- **Slowing Shot** — Slowing Shot instead of Precision Shot: halves the target ship's speed. SOE9 01:18:46
- **Reckless Attack** — "And I'll do Reckless." SOE11 00:40:56
- **Rapid Shot** — Rapid Shot with the rotary cannon on the Plinth: 27 damage, then 28 on the second attack. SOE13 01:21:04, SOE13 01:22:30
- **Expertise for one roll** — Brennan grants expertise for one Persuasion roll: "you are expert in nothing more-" "Than being a Barry." (a one-off ruling) SOE18 00:44:35, SOE18 00:44:45

Spells

- —

Items

- **Sunglasses** — Big sunglasses, put on to get into the zone. SOE1 00:36:39
- **Heavy repeater** — Bet at the casino; the dealer offers 400 credits for it. SOE4 01:02:56, SOE4 01:03:01
- **Heavy repeater (lost)** — lost: the heavy repeater and a light pistol move across the table. SOE4 01:03:22
- **Heavy repeater (bought again)** — "I am gonna go in and buy another heavy repeater." SOE6 01:14:12
- **Heavy slug pistol** — A slug pistol he lifts with a 20 Strength stance. SOE7 00:54:58
- **Power belt** — Sidney gets him a power belt that needs to be fixed; Gunnie fixes it later in the episode. SOE7 00:52:19, SOE7 01:33:07
- **Armor enhancement** — Gunnie infuses his armor: one plus AC until the next long rest. SOE7 01:39:12
- **Lightbow (assault blaster?)** — Murph: "I'm gonna lightbow attack on this-": 17 to hit for 13 damage. "Lightbow" may be a transcription slip; the name "assault blaster" is only the narration of Lt. Deputy Two's death, not said by a player. SOE8 00:40:26, SOE8 00:40:34
- **Prescription sunglasses** — "My prescription sunglasses go on, and suddenly I see so clearly." SOE9 00:14:04
- **Rotary cannon** — Pulls out a huge gun, a rotary cannon. SOE11 00:39:56
- **Friction grip gloves** — Murph: "These guys also gave me the friction grip gloves that we have." SOE12 00:09:21
- **Revolver, heavy shield generator, composite armor** — Shops: a revolver, a heavy shield generator (a plus three offhand AC thing) and composite armor that gets his AC up to 17. SOE13 00:17:30, SOE13 00:17:42
- **Nets** — "I bought nets." A hit entangles and restrains the target. SOE14 00:07:50
- **Jet pack** — Skip lends him his jet pack for now: "This was Hog's. Treat it well." SOE16 02:07:48, SOE16 02:07:51