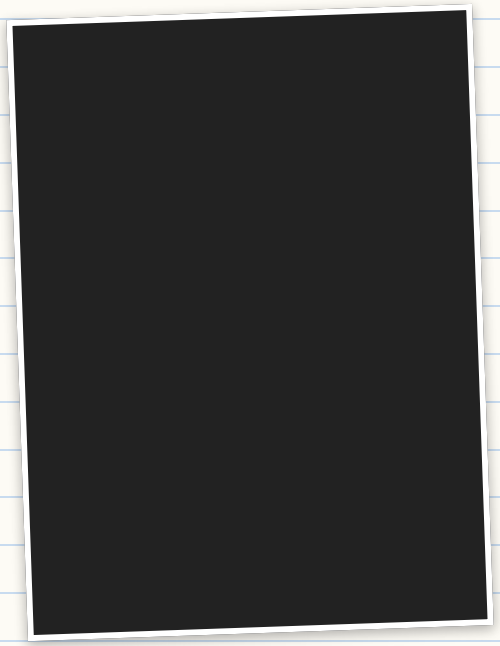
Sundry Sidney

Emily Axford as Sundry Sidney

SEASON 17



RACE
Droid

CLASS
Sentinel (Path of the Corsair)

LEVEL
6

BACKGROUND
—

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

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
16	—	6	+3

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.

Sundry Sidney

FULL SHEET

Skills

- Animal Handling +1
- Deception +1
- Insight +1
- Intimidation +1
- Perception +1
- Persuasion +1
- Piloting +6
- Stealth *+6*
- Survival +1
- Technology *+8*

Saving throws

- —

Features

- **Weapon Expert** — Character feature on the card. SOE1 00:26:08
- **Weapon Expert: advantage** — "I have Weapon Expert to give me advantage." (to offset disadvantage on a shot) SOE1 00:27:50
- **Fighting Stylist** — Character feature on the card. SOE1 00:26:08
- **Handy Annie** — Sidney's droid: she sends Handy Annie down to Gunnie on the gunner channel; Brennan says it already grants advantage on his roll. SOE1 00:45:26, SOE1 00:48:20
- **Distracting Die** — Spends a die so that Barry has advantage on his next attack. SOE1 01:26:27
- **Kinetic die** — Uses her kinetic die to empower a roll; Brennan lets her add it twice. SOE1 01:26:33, SOE1 01:26:38
- **Mercenary** — Background feature: she can identify a mercenary company, its names, reputation, commanders and leaders. SOE2 01:36:08
- **Ideal of the Tranquil** — Uses it to take a short rest and get her spell slots back. SOE3 00:47:44
- **Failsafe** — Rerolls a natural 1 on the die: "Wait, I reroll ones, Failsafe!" SOE3 02:00:52
- **Kinetic die: speed** — Spends a kinetic die when she throws a grenade, to get extra speed. SOE4 00:33:39, SOE4 00:35:04
- **Tech point: proficiency** — Touches Gnosis and spends a Tech point to have proficiency with it. SOE4 01:12:26
- **Hacker's kit proficiency** — Rolls a Hacker's check with "my Intelligence plus Proficiency". SOE4 01:45:59
- **Explosive Fighting Style** — Her fighting style: throws a grenade as a bonus action (and also one as an action), range 55, a Dexterity save at DC 14; a creature that takes a 1 on the damage dice takes maximum damage. SOE5 00:25:32, SOE5 00:25:36
- **Kinetic die: AC** — Spends her kinetic die to add to her AC (+4 this time, AC 19). SOE5 01:09:11, SOE5 01:09:16
- **Aurora Nebbins** — The Royal Blue Mastiff takes to her after a natural 20 on her concentration: "I did not seek out a familiar in the campaign, the dice made this happen!" SOE5 01:28:19
- **Expertise in Animal Handling** — Brennan grants it after her natural 20 with Aurora: "take expertise in Animal Handling." SOE6 00:08:18
- **Explosive Style as a feat** — "I took my Explosive Style as a feat, so now I can throw a grenade as a reaction"; she can throw grenades as an action, a bonus action or a reaction. SOE8 00:22:57
- **Second attack for a Tech point** — "it's a Sentinel thing": she spends a Tech point to use a bonus action for a second attack. SOE9 01:15:06
- **Explosives Mastery** — Manifested together with the Ideal of the Tranquil (three Tech points back) before a fight: "my explosives style, oh, Explosives Mastery." SOE9 01:07:25
- **Explosives Mastery: grenade DC 16** — Her grenades and breaching charge now use DC 16 instead of 14: "DC 14, 16 for me". SOE13 01:25:22, SOE17 00:52:37
- **Handy Annie: familiar statistics** — Handy Annie uses Familiar statistics, a plus six (to Stealth and Sleight of Hand); both Sidney and Gunnie have proficiency with hacker's kits. SOE15 00:23:48, SOE16 00:34:28
- **Ideal of the Agile** — Bonus action: opportunity attacks have disadvantage against her. SOE16 01:03:36

- **Tech point: speed** — Spends a Tech point to add to her speed (a five), so her speed that turn is 50. SOE16 01:04:06

Spells

- **Enhance Android** — Cast through Handy Annie onto Gunnie so that he rolls with advantage (the spell is also called Enhance Droid). SOE1 01:23:59
- **Minor Hologram** — Makes a latte smell like autumn. SOE2 00:36:59
- **Off** — Asks to cast Off on Margaret's phone. SOE2 01:29:19
- **Disarm** — Disarms a man and takes his light blaster pistol. SOE2 01:56:55, SOE2 01:56:57
- **Energy Shield** — Plus five to her armor class; Brennan: the hit still lands against AC 20. SOE4 00:37:13, SOE4 00:37:23
- **Shield** — Casts Shield as a reaction-style defense before the fight: "Shield! AC's 20 now." SOE5 00:07:25, SOE5 00:07:29
- **Storming Shot** — A zero-level tech power; Brennan: "a Tech Power, gotcha". SOE5 01:08:10, SOE5 01:08:19
- **Server Motor (Enhance Android)** — Enhance Android on Aurora to double her carrying capacity. SOE5 02:02:41
- **Buffer** — Gives herself extra temporary hit points for an hour (10 hit points). SOE7 01:38:39, SOE8 00:53:59
- **Smuggle** — "basically Pass Without Trace": each creature she chooses within 30 feet gets plus 10 to stealth checks. SOE7 01:39:43, SOE7 01:39:47
- **Capacity Boost** — Cast so that she can take two attacks with her gun. SOE9 00:09:20
- **Motivator Boost** — Doubles her speed (cast on herself). SOE11 01:35:23
- **Mirror Image** — Cast right before a fight so that duplicates of Sundry Sidney appear. SOE13 00:28:13
- **Med pack** — Bonus action: heals Aurora Nebbins. SOE13 01:24:09
- **Hologram** — Hologram with a range of 60 feet, used to scan for who casts a hologram. SOE15 00:11:20
- **Tactical Advantage** — Cast on herself for an extra action to cool her guns. SOE16 02:14:48
- **Med pack: healing** — Heals 1d4 plus her tech casting, "intelligence plus proficiency": eight, so 10 hit points on a 2. SOE18 01:51:47, SOE18 01:51:58

Items

- **Gun arm** — An assault cannon for an arm. SOE1 00:26:06
- **Cybernetic eye** — A cybernetic eye. SOE1 00:26:06
- **Roller skates** — Little roller skates under a 1950s diner uniform and a paper hat. SOE1 00:26:06
- **Grenades** — Throws a grenade over her back as she escapes the boardroom. SOE1 00:36:09
- **Holo-recorder** — Bought to tape to Handy Annie as "a GoPro for Gunnie". SOE7 00:53:03
- **Fiber armor** — A Magneto Boy fiber armor Gunnie repairs, with Handy Annie's help (DC 18, rolled 25). SOE7 00:41:48, SOE7 01:32:39
- **Rocket boots** — Finds a set of very badly broken rocket boots. SOE8 01:25:40
- **Rocket boots (used)** — Activates her rocket boots with her bonus action. SOE9 00:55:14
- **Thermal detonators** — Buys two thermal detonators, borrowing money from Riva (2,000 credits). SOE13 00:17:02, SOE13 00:19:01
- **Breaching charge** — Reads out its text: a 15 foot cone, 20d4 kinetic damage on a failed Dexterity save, "DC 14, 16 for me". SOE13 01:25:22
- **Feather boa** — "I'm wearing a feather boa. That's what my moderate lifestyle paid for." SOE14 02:04:13
- **Business cards** — Throws a business card to a prisoner; limited edition Wurst cards with Sundry Sidney on them. SOE16 00:54:35, SOE16 01:11:05