

CHARACTER SHEET

CHARACTER NAME : Garner Rel

SPECIES Human

CAREER Explorer (Scout)



CHARACTERISTICS

2 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	3 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	●	1	◆◆
Athletics (Br)	●	1	◆◆
Charm (Pr)			◆◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆
Cool (Pr)	●		◆◆◆
Coordination (Ag)			◆◆◆■
Deceit (Cun)			◆◆
Discipline (Will)			◆◆
Leadership (Pr)		2	◆◆◆
Mechanics (Int)			◆◆
Medicine (Int)	●		◆◆
Negotiation (Pr)		2	◆◆◆
Perception (Cun)	●		◆◆
Pilot - Planet (Ag)	●	1	◆◆◆
Pilot - Space (Ag)	●		◆◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆◆■
Streetwise (Cun)			◆◆
Survival (Cun)	●	1	◆◆
Vigilance (Will)			◆◆
KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)			◆◆
Education (Int)			◆◆
Lore (Int)	●	1	◆◆
Outer Rim (Int)	●	1	◆◆
Underworld (Int)			◆◆
Xenology (Int)	●		◆◆

SOAK VALUE
4

WOUNDS
12
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE

STRAIN
13
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)		1	◆◆
Gunnery (Ag)			◆◆◆
Melee (Br)			◆◆
Ranged - Light (Ag)			◆◆◆
Ranged - Heavy (Ag)		1	◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Blstr. Carbine	Ranged (Hvy)	Medium	9	◆◆◆
- Inflict a Critical Injury on a hit for ○○○○ - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)				
Holdout Blstr.	Ranged (Light)	Short	5	◆◆◆
- Inflict a Critical Injury on a hit for ○○○○ - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)				
Brass Knuckles	Brawl	Engaged	3	◆◆
- Inflict a Critical Injury on a hit for ○○○○ - Spend ○○ to knock the target prone (+1 ○ per silhouette beyond 1) - Spend ○○ to Disorient the target for 3 rounds (adding ■ to all checks)				
AMMUNITION AND OTHER COMBAT GEAR				
	Padded Armor (Provides +2 Soak)			
1	Stimpack			

DICE



Ability Die ● Proficiency Die ● Difficulty Die ● Challenge Die ● Boost Die ● Setback Die ● Force Die ●

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Maneuver**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second **Maneuver**.
 You cannot perform more than 2 **Maneuvers** on your turn.
 You can also perform any number of **Incidental** actions.

SPECIAL ABILITIES

NAME	PAGE #

DICE SYMBOLS

SUCCESS



Success ☆ symbols are canceled by Failure ▼ symbols; if there are any Success ☆ symbols left, the check succeeds.

TRIUMPH



Triumph ☼ symbols count as Success symbols ☆ and may also be spent to trigger a powerful positive consequence.

ADVANTAGE



Advantage ☼ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.

FAILURE



Failure ▼ symbols cancel Success ☆ symbols. If there are enough Failure ▼ symbols to cancel all the Success ☆ symbols, the check is a failure.

DESPAIR



Despair ☾ symbols count as Failure ▼ symbols (they cancel Success ☆ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT



Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ☼ symbols.

TALENTS

NAME	RANK	PAGE #
Stalker	1	143
- Add ● to any Coordination and Stealth check you make.		
Grit	1	136
- Gain +1 to your Strain Threshold.		

MOTIVATIONS

TYPE Ambition - Wanderlust

Garner's ambitions have always fed his addiction in a vicious cycle.

TYPE

OBLIGATIONS

TYPE Addiction

MAGNITUDE 15

COMPLICATIONS

Garner is addicted to dangerous situations and exploration, and suffers greatly when not exploring.

TYPE

MAGNITUDE

COMPLICATIONS

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Datapad	
Ancient Astrolabe	Gift from father, primitive tool to help astrogate

MONEY

300 Credits

AVAILABLE XP

0

TOTAL XP

120