

CHARACTER SHEET

CHARACTER NAME : Jek Tassom

SPECIES Human

CAREER Colonist (Scholar)



CHARACTERISTICS

2 BRAWN	2 AGILITY	4 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆◆◆
Athletics (Br)			◆◆
Charm (Pr)	●		◆◆
Coerce (Will)			◆◆
Computers (Int)		1	◆◆◆◆
Cool (Pr)			◆◆
Coordination (Ag)			◆◆
Deceit (Cun)	●		◆◆
Discipline (Will)			◆◆
Leadership (Pr)	●		◆◆
Mechanics (Int)			◆◆◆◆
Medicine (Int)			◆◆◆◆
Negotiation (Pr)	●		◆◆
Perception (Cun)	●	1	◆◆◆
Pilot - Planet (Ag)			◆◆
Pilot - Space (Ag)			◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆
Streetwise (Cun)	●	1	◆◆◆
Survival (Cun)			◆◆
Vigilance (Will)			◆◆

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	●	1	◆◆◆◆
Education (Int)	●	2	◆◆◆◆
Lore (Int)	●	2	◆◆◆◆
Outer Rim (Int)	●	1	◆◆◆◆
Underworld (Int)	●	1	◆◆◆◆
Xenology (Int)	●		◆◆◆◆

SOAK VALUE
3

WOUNDS
12
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE

STRAIN
13
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆
<ul style="list-style-type: none"> - 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) 				
Stun Grenade	Ranged (Light)	Short	8 (Stun)	◆◆◆
<ul style="list-style-type: none"> - Spend ○○ to disorient a target for 3 rounds (the target adds ■ to any check he makes) - Spend ○○ (or ○○○ if the attack misses) to deal 8 Stun to anyone engaged with the target (friend or foe). 				

AMMUNITION AND OTHER COMBAT GEAR

1	Stun Grenade
	Heavy Clothing (Provides +1 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 #

MOTIVATIONS

TYPE		TYPE	
Ambition - Expertise	Jek desires to prove his worth as an academic, regaining the respect taken from him.		

OBLIGATIONS

TYPE		TYPE	
Betrayal			
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	
Betrayed by his former professor, Beloche, Jek was drummed out of academia and branded as a thief.			

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 #
Grit	1	136
- Increases Strain Threshold by 1.		
Brace	1	132
- As a Maneuver , you can remove up to ■ from the next check you make, when the ■ is due to environmental conditions or other physical obstacles.		
Researcher		141
- Remove up to ■ from all Knowledge checks you make. Researching anything also takes 50% less time than normal.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Custom Datapad	Built-in wireless uplink to ship's computer and database
Rare Book	Ridpath's <i>History of the Republic</i> (Rare 1 st Edition)

MONEY

100 Credits

AVAILABLE XP

0

TOTAL XP

115