

CHARACTER SHEET

CHARACTER NAME : Dr. Jessa Moro

SPECIES Human

CAREER Colonist (Doctor)



CHARACTERISTICS

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

SOAK VALUE
3

WOUNDS
12
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE

STRAIN
12
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

SKILLS

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

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
Blaster Pistol	Ranged (Light)	Medium	6	◆◆
- 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)				

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

AMMUNITION AND OTHER COMBAT GEAR	
6	Stimpacks
	Heavy Clothing (Provides +1 Soak)

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 Ambition - Expertise
Dr. Moro wants nothing more than to become the greatest medical researcher in the galaxy.

TYPE _____

OBLIGATIONS

TYPE Criminal
MAGNITUDE 15
COMPLICATIONS _____
Dr. Moro is wanted for questioning in several mid-rim systems for illegal medical experimentation on sentients.

TYPE _____
MAGNITUDE _____
COMPLICATIONS _____

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 #
Surgeon	1	144
- When you make a Medicine check to heal wounds, the target heals 1 additional wound.		
Stim Application		143
- As an Action , make an average (◆◆) Medicine check on 1 engaged ally to increase 1 Characteristic by 1 for the rest of the encounter (the ally also suffers 4 Strain).		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Medpac	(Provides ■ on Medicine checks)
Viral Souvenir	Sample of the extinct Quay Virus, permanently sealed in a small block of clear plasteel

MONEY

150 Credits

AVAILABLE XP

0

TOTAL XP

120