

CHARACTER SHEET

CHARACTER NAME : Nukri Sandor

SPECIES Bothan

CAREER Smuggler (Scoundrel)



CHARACTERISTICS

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

SKILLS

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

SOAK VALUE
3

WOUNDS
11
THRESHOLD CURRENT

DEFENSE
0 0
RANGED MELEE

STRAIN
14
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)			◆
Gunnery (Ag)			◆◆◆◆
Melee (Br)			◆
Ranged - Light (Ag)	●	2	◆◆◆◆
Ranged - Heavy (Ag)			◆◆◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆◆◆
- 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)				
Hvy Blst Pistol	Ranged (Light)	Medium	7	◆◆◆◆◆
- You can choose to attack with both pistols as 1 Action by increasing the check difficulty by 1 (◆). If you then roll ○○ or ○○ , you can spend it to hit with the second pistol.				

AMMUNITION AND OTHER COMBAT GEAR

	Padded Armor (Provides +2 Soak)
1	Stimpack
2	Extra Reloads

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 - Freedom

Nukri wants to owe no one anything – to be completely free to decide her own fate.

TYPE

OBLIGATIONS

TYPE Debt

MAGNITUDE 10

COMPLICATIONS

Nukri still has several outstanding debts to Rowlo the Hutt, who has placed a bounty on her.

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 #
Convincing Demeanor	1	133
- Remove up to ■ from any Deception or Skulduggery check you make.		
Quick Draw		141
- Once per round, on your turn, you may draw or holder one accessible weapon or item as an Incidental (instead of a Maneuver).		
Rapid Reaction	1	141
- You may suffer 1 Strain to add to any Vigilance or Cool check you make to determine initiative.		
Quick Strike	1	141
- You add ■ to any combat check you make against a target that has not yet acted during the encounter.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Holo-recorder	(Hand-held)
Braided Lock of Hair	Memento from Nukri's childhood

MONEY

150 Credits

AVAILABLE XP

0

TOTAL XP

105