

CHARACTER SHEET

CHARACTER NAME : Slussk

SPECIES Trandoshan

CAREER Hired Gun (Marauder)



CHARACTERISTICS

| | | |
|--------------|----------------|----------------|
| 4 BRAWN | 1 AGILITY | 2 INTELLECT |
| 2 CUNNING | 3 WILLPOWER | 2 PRESENCE |

SKILLS

| GENERAL SKILLS | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Astrogation (Int) | | | ◆◆ |
| Athletics (Br) | ● | | ◆◆◆◆◆ |
| Charm (Pr) | | | ◆◆ |
| Coerce (Will) | ● | 2 | ◆◆◆◆ |
| Computers (Int) | | | ◆◆ |
| 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) | ● | 1 | ◆◆◆◆◆ |
| Skulduggery (Cun) | | | ◆◆ |
| 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

5

WOUNDS

18

THRESHOLD CURRENT

DEFENSE

1 1

RANGED MELEE

STRAIN

12

THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

| COMBAT SKILLS | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Brawl (Br) | ● | 1 | ◆◆◆◆◆ |
| Gunnery (Ag) | | | ◆ |
| Melee (Br) | ● | 2 | ◆◆◆◆◆ |
| Ranged - Light (Ag) | ● | | ◆ |
| Ranged - Heavy (Ag) | | | ◆ |

WEAPONS & EQUIPMENT

| WEAPON | SKILL | RANGE | DAMAGE | DICE POOL |
|---|---|---------|--------|-----------|
| Vibro-ax | Melee | Engaged | 8 | ◆◆◆◆◆◆◆◆ |
| <ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for 2 and add +40% to the Crit roll - Damage from this weapon ignores 2 points of Soak - Spend 2 to damage an item wielded by the target 1 step, adding penalties to its use (3 steps will destroy the item) | | | | |
| Claws | Brawl | Engaged | 6 | ◆◆◆◆◆◆ |
| <ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for 3 and add +10% to the Crit roll - Spend 2 to knock the target prone (+1 per silhouette beyond 1) - Spend 2 to Disorient the target for 1 round (adding ■ to all checks) - Can choose to deal damage as Wounds or Strain | | | | |
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| AMMUNITION AND OTHER COMBAT GEAR | | | | |
| | Armored Clothing (Provides +1 Soak and 1 Defense) | | | |
| 2 | Stimpacks | | | |
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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 # |
|--|--------|
| Regeneration | 51 |
| - When you recover wounds naturally (or in a Bacta tank), you heal 1 additional wound (not when receiving first-aid, medical treatment, or a Stimpack). You can also regenerate lost limbs, though this can take at least a month. | |
| Claws | 51 |
| - You have natural claws that enhance any Brawl checks you make. | |
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MOTIVATIONS

| TYPE | DESCRIPTION |
|------------------------|--|
| Relationship - Comrade | Slussk has sworn a life debt to Garner Rel, who saved his life and freed him from slavery. |
| | |

OBLIGATIONS

| TYPE | DESCRIPTION |
|----------------------|--|
| Family | Slussk's mother was a heretic, resulting in his being outcast from Trandoshan society. |
| MAGNITUDE 15 | |
| 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 # |
|---|------|--------|
| Toughened | 1 | 145 |
| - You gain +2 to your Wound Threshold | | |
| Feral Strength | 1 | 135 |
| - Add +1 damage to any attack you make with Melee or Brawl checks. | | |
| Lethal Blows | 1 | 138 |
| - You add +10% to any percentage roll made for Critical Injuries you have inflicted on opponents. | | |
| Frenzied Attack | 1 | 135 |
| - You may suffer 1 Strain to upgrade any Melee or Brawl check you make. | | |
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OTHER GEAR

| NAME | DESCRIPTION |
|---------------------|--------------------------------------|
| Comlink | (Hand-held) |
| Broken Slave Collar | Used to mark <i>jagannath</i> points |
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| | |

MONEY

120 Credits

AVAILABLE XP

0

TOTAL XP

100