		A	<u>Menne</u>	25566		Concession of		- i man
CHARACTER SHEET CHARACTER NAME SPECIES Rodian CAREER Bounty Hunter				SO	ak value 4		wauwa 12	25
	CHARACTER	RISTICS					THRESHOLD	CURRENT
2 BRAWN	4 AGILITY		2 INTELLECT		D CURRENT			JURIES
CUNNING	WILLPOW	ER	PRESENCE	に始まっ]		
	SKILL	5		-	WEAPO	ONS & EQUIP	MENT	
SKILLS	CAREER?	RANK	DICE POOL	WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Astrogation (Int)			♦	Blaster Rifle	Ranged (Heavy)	Long	9	
Athletics (Br)	•	1			al Injury on a hit	for 😲😲 , and	add +10 to you	r Critical Injury
Charm (Pr)				 percentage re Stun Setting: 	esult as a free action,	this weapon car	n be set to Stun	, dealing Strain
Coerce (Will)					ounds (Short rang			,
Computers (Int)			••	Lt Blst Pistol	Ranged (Light)	Medium	5	****
Cool (Pr)					cal Injury on a hi	t for 0000	, and add +10	to your Critical
Coordination (Ag)	•	1		Injury percen - Stun Setting:	as a free action,	this weapon car	n be set to Stun	, dealing Strain
Deceit (Cun)					ounds (Short rang		<u></u>	
Discipline (Will)				Vibro-knife	Melee	Engaged	3	
Knowledge (Int)					al Injury on a hit f	or 😲 😲, and ad	d +20 to your Cr	itical Injury
Leadership (Pr)				 percentage re Hits with this 	weapon ignore 2	points of Soak w	hen dealing dam	nage
Mechanics (Int)							4	
Medicine (Int)								
Negotiation (Pr)								
Perception (Cun)	•	2						
Pilot (Ag)	•	2				-		
Resilience (Br)					NT, & OTHER ITEM			
Skulduggery (Cun)	•			Armor	Padded Armor			
Stealth (Ag)	•	2		Utility Belt	(3 days food ca	ps, stimpack, 1 ex	ktra reload, glow	rod, comlink)
oteanin (Ay)		1		Datapad	/ -			
Streetwice (Cup)				"Go Bag"	(5 stimpacks, 2	extra reloads, ro	Il of mesh tane	thermal cloak)
Streetwise (Cun)	•			-				
Survival (Cun)		1		Action Figure		epo the Bounty F		r's edition)
Survival (Cun) Vigilance (Will)	•			-				r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS		1		-				r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br)		1		-				r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br) Gunnery (Ag)	•	1		-				r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br) Gunnery (Ag) Melee (Br)		1		-			lunter [®] , collecto	
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br) Gunnery (Ag)	•	1		-			lunter [®] , collecto	r's edition) ONEY

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CALL STREET

Ability Proficiency Difficulty Challenge Die THE PLAYER'S	STURN	DICE SYM BOLS SUCCESS SUCCESS Success ≭ symbols are canceled by Failure ▼ symbol Success ≭ symbols left, the check succeeds. TRIUMPH Triumph ⊕ symbols count as Success symbols ≭ and trigger a powerful positive consequence.					
On each turn, you can perform 1 Action An Action may include: - Perform an attack - Use a skill - Exchange your 1 Action for an additional Maneuver You can suffer 2 strain to perform You cannot perform more than 2 I You can also perform any number	and 1 Manuever, in any order. A Manuever may include: - Move - Aim - Take cover - Ready or stow a weapon or ite - Interact with your environment - Engage or disengage - Stand up a second Maneuver. Maneuvers on your turn.	 Windowskiewe water wat					
SPECIAL AB		NAME	RANK	PAGE #			
NAME	F	GE# Expert Tracker	1	92			
		Stalker - Add to any Coordination or Stealth check you make Grit - Add +1 to your Strain Threshold Dodge - When targeted by an attack, you may suffer up to 1 difficulty of the attack by 1. Lethal Blows	1 1 Strain to upgra	99 93 92 ade the 95			
		Add +10 to any percentage roll you make for Critical opponents					
reeo took a foolish contract in is youth, and currently has a arge bounty on his head from he Corporate Sector Authority.		AVAILABLE XP Act 1	total xp 100				

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-15