CHARACTER SHEET

CHARACTER NAME : Tyrrix ("Gand")

SPECIES Gand

CAREER Technician (Slicer)

CHARACTERISTICS

2 BRAWN	**2** AGILITY	**4** INTELLECT
2 CUNNING	**3** WILLPOWER	**1** PRESENCE

SOAK VALUE 4

WOUNDS 12 — THRESHOLD | CURRENT

STRAIN 13 — THRESHOLD | CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)	●		◆◆◆◆
Athletics (Br)			◆◆
Charm (Pr)			◆
Coerce (Will)			◆◆◆
Computers (Int)	●	2	⬡⬡◆◆
Cool (Pr)			◆
Coordination (Ag)	●		◆◆
Deceit (Cun)			◆◆
Discipline (Will)	●	1	◆◆◆
Knowledge (Int)	Outer Rim, Underworld		◆◆◆◆
Leadership (Pr)			◆
Mechanics (Int)	●	2	⬡⬡◆◆
Medicine (Int)			◆◆◆◆
Negotiation (Pr)			◆
Perception (Cun)	●	1	⬡◆
Pilot (Ag)	●	1	⬡◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)	●	1	⬡◆
Streetwise (Cun)			◆◆
Survival (Cun)			◆◆
Vigilance (Will)		1	⬡◆◆

COMBAT SKILLS

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)

Bola	Ranged (Light)	Short	**2**	⬡◆

- Spend 🌀🌀 to ensnare a target for 3 rounds, immobilizing him (target cannot take **Manuevers**)
- Spend 🌀🌀 to knock the target prone (+1 🌀 per silhouette above 1)
- Limited Ammo: You only have 1 bola

GEAR, EQUIPMENT, & OTHER ITEMS

Respirator	(ammonia based, with integrated translator)
Armor	Padded Armor (+2 Soak)
Utility Belt	(3 days food caps, stimpack, 1 extra reload, glow rod, comlink)
Zyzaax Cube	(logic puzzle toy given to most Gand larvae)
Tool Kit	
Lock Breaker	(tool set for slicing electronic locks)
Slicer Gear	(custom datapad with 1000x normal data capacity, masked outputs, decryption software, codebreakers, & data probes)

MONEY

200 Credits

Ability Die ◆	Proficiency Die ⬤	Difficulty Die ◆	Challenge Die ⬤	Boost Die ■	Setback Die ■	Force Die ⬤

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 inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⦿ symbols.

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Manuever**, in any order.

An **Action** may include:
- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Manuever** 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.

TALENTS

NAME	RANK	PAGE #
Codebreaker	1	90
- Remove up to ■ from any checks to break codes or decrypt communications, and decrease the difficulty of any such check by 1		
Bypass Security	1	90
- Remove up to ■ from any checks to disable a security device or open a locked door		

SPECIAL ABILITIES

NAME	PAGE #
Ammonia Dependent	36
- You require an ammonia respirator to breathe. Without it, you treat oxygen environments as dangerous atmospheres.	

OBLIGATIONS

TYPE	Family	TYPE	
MAGNITUDE	10	**MAGNITUDE**	
COMPLICATIONS		**COMPLICATIONS**	

Falsely accused of a systems hack that destroyed a Gand ship, and left him outcast, he's desperately searching for a way to clear his name.

AVAILABLE XP	TOTAL XP
Act 1	110