CHARACTER SHEET

CHARACTER NAME : Osla Ban

SPECIES Twi'lek

CAREER Smuggler (Scoundrel)

SOAK VALUE	WOUNDS	
3	12	
	THRESHOLD	CURRENT

STRAIN		CRITICAL INJURIES
13		
THRESHOLD	CURRENT	

CHARACTERISTICS

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

SKILLS

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)			◆
Charm (Pr)	●	1	⬢◆◆
Coerce (Will)			◆◆
Computers (Int)			◆◆
Cool (Pr)	●	2	⬢⬢◆
Coordination (Ag)	●	1	⬢◆◆
Deceit (Cun)	●		◆◆
Discipline (Will)			◆◆
Knowledge (Int)	Underworld	1	⬢◆
Leadership (Pr)			◆◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆◆
Perception (Cun)	●		◆◆
Pilot (Ag)	●	2	⬢⬢◆
Resilience (Br)			◆
Skulduggery (Cun)	●	2	⬢⬢
Stealth (Ag)			◆◆◆
Streetwise (Cun)	●	1	⬢◆
Survival (Cun)			◆◆
Vigilance (Will)	●	1	⬢◆
COMBAT SKILLS			
Brawl (Br)	●		◆
Gunnery (Ag)			◆◆◆
Melee (Br)			◆
Ranged - Light (Ag)	●	2	⬢⬢◆
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)				
Blaster Pistol	Ranged (Light)	Medium	**6**	⬢⬢◆
- All abilities as above - You can attack with both blaster pistols at once. Upgrade the difficulty of the check by 1. Spend ✪✪ or ⊕ to hit with your secondary weapon, dealing base damage. Extra damage from excess ✡ can be divided among hits.				

GEAR, EQUIPMENT, & OTHER ITEMS	
Armor	Padded Armor (+2 Soak)
Utility Belt	(3 days food caps, stimpack, 1 extra reload, glow rod, comlink)
Datapad	
Pilot's Gloves	(custom fitted from rich Naboo leather)

MONEY

200 Credits

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 **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.

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.

SPECIAL ABILITIES

NAME	PAGE #
Twi'lek Endurance	38
- When making any skill check, you may remove ■ imposed due to arid or hot environmental conditions	

TALENTS

NAME	RANK	PAGE #
Quick Draw	-	97
- Once per round, you may draw or holster a weapon or accessible item as an **Incidental**.		
Rapid Reaction	1	97
- Suffer up to 1 Strain to add to any initiative check you make		
Quick Strike	1	97
- Add ■ to any attack against a target who hasn't yet acted in combat		

OBLIGATIONS

TYPE	Addiction
MAGNITUDE	10
COMPLICATIONS	Osla used to have a major gambling problem, but is doing better. She still owes sizable debts to Hutt-controlled casinos.

TYPE	
MAGNITUDE	
COMPLICATIONS	

AVAILABLE XP	TOTAL XP
Act 1	100