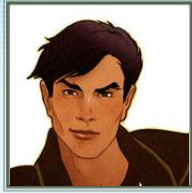


CHARACTER SHEET

CHARACTER NAME : Race Rilson

SPECIES Human

CAREER Colonist (Politico)



CHARACTERISTICS

<b>2</b> BRAUN	<b>2</b> AGILITY	<b>2</b> INTELLECT
<b>3</b> CUNNING	<b>2</b> WILLPOWER	<b>3</b> PRESENCE

SOAK VALUE  
**3**

WOUNDS  
**12**  
THRESHOLD CURRENT

STRAIN  
**12**  
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

WEAPONS & EQUIPMENT

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)			◆◆
Charm (Pr)	●	2	◆◆◆
Coerce (Will)	●	1	◆◆
Computers (Int)			◆◆
Cool (Pr)		1	◆◆◆
Coordination (Ag)			◆◆
Deceit (Cun)	●	2	◆◆◆
Discipline (Will)			◆◆
Knowledge (Int)	Core Worlds, Education, Lore		◆◆
Leadership (Pr)	●	2	◆◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)	●	1	◆◆◆
Perception (Cun)			◆◆◆
Pilot (Ag)			◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆◆
Stealth (Ag)			◆◆
Streetwise (Cun)	●	1	◆◆◆
Survival (Cun)			◆◆◆
Vigilance (Will)			◆◆
<b>COMBAT SKILLS</b>			
Brawl (Br)			◆◆
Gunnery (Ag)			◆◆
Melee (Br)			◆◆
Ranged - Light (Ag)		1	◆◆
Ranged - Heavy (Ag)			◆◆

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for </li> <li>- Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)</li> </ul>				
<b>Vibro-knife</b>	Melee	Engaged	3	◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for , and add +10 to your Critical Injury percentage result</li> <li>- Hits with this weapon ignore 2 points of Soak when dealing damage</li> </ul>				
<b>GEAR, EQUIPMENT, &amp; OTHER ITEMS</b>				
Armor	Heavy Clothing (1 Soak)			
Utility Belt	(3 days food caps, stimpack, 1 extra reloads, glow rod, comlink)			
Datapad				
Lucky Coin	(Memento from Race's first grift)			
Sabaac Deck	(Standard deck of Sabaac cards)			

MONEY  
**300 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 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 #

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 #
<b>Plausible Deniability</b>	1	97
- Remove up to ■ from all Coerce and Deceit checks you attempt		
<b>Kill with Kindness</b>	1	95
- Remove up to ■ from all Charm and Leadership checks you attempt		
<b>Inspiring Rhetoric</b>	-	94
- As an Action, make an average (◆◆) Leadership check. If successful, each ✨ causes 1 ally in short range to recover 1 Strain. Spend 🔄 to cause 1 affected ally to recover 1 additional Strain.		

OBLIGATIONS

<b>TYPE</b> Criminal	<b>TYPE</b>
<b>MAGNITUDE</b> 10	<b>MAGNITUDE</b>
<b>COMPLICATIONS</b>	<b>COMPLICATIONS</b>

Race has numerous Imperial warrants out for his arrest, for fraud and confidence schemes.

AVAILABLE XP

Act 1

TOTAL XP

110