

CHARACTER SHEET

CHARACTER NAME : River Darkspin

SPECIES Human

CAREER Explorer (Scout, Force-Sensitive Exile)



CHARACTERISTICS

2 BRAWN	2 AGILITY	2 INTELLECT
2 CUNNING	3 WILLPOWER	2 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)	●	1	◆◆◆
Coerce (Will)			◆◆◆◆
Computers (Int)			◆◆◆◆
Cool (Pr)	●	1	◆◆◆
Coordination (Ag)			◆◆◆◆
Deceit (Cun)			◆◆◆◆
Discipline (Will)		2	◆◆◆◆◆
Knowledge (Int)	Lore, Outer Rim, Xenology	1	◆◆◆◆
Leadership (Pr)			◆◆◆◆
Mechanics (Int)			◆◆◆◆
Medicine (Int)			◆◆◆◆
Negotiation (Pr)			◆◆◆◆
Perception (Cun)	●	1	◆◆◆◆
Pilot (Ag)	●	1	◆◆◆◆
Resilience (Br)			◆◆◆◆
Skulduggery (Cun)			◆◆◆◆
Stealth (Ag)			◆◆◆◆
Streetwise (Cun)			◆◆◆◆
Survival (Cun)	●	1	◆◆◆◆
Vigilance (Will)	●	1	◆◆◆◆◆
COMBAT SKILLS			
Brawl (Br)			◆◆◆◆
Gunnery (Ag)			◆◆◆◆
Melee (Br)			◆◆◆◆
Ranged - Light (Ag)		1	◆◆◆◆
Ranged - Heavy (Ag)			◆◆◆◆

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)				
Move Power	Discipline	Short	Varies	◆◆◆◆○
- Inflict a Critical Injury on a hit for ○○○○○○ - Generate appropriate ○ for activation of power and silhouette of object - Silhouette 0 deals 5 damage, silhouette 1 deals 10 damage				

GEAR, EQUIPMENT, & OTHER ITEMS	
Armor	Heavy Clothing (1 Soak)
Utility Belt	(3 days food caps, stimpack, 1 extra reload, glow rod, comlink)
Datapad	
Fake ID	(a moderately well forged false set of identification records)
Novel	(<i>The Romance of Ryloth</i> , bookmarked with a family photo)

MONEY
100 Credits

