		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

DICE Ability Proficiency Difficulty Challeng Die Die Die Die Challeng Die Die Die Challeng Die Die Challeng Die THE PLAYER 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	Die Die Die Die Die Oie Oie Oie Oie Oie Oie Oie Oie Oie O	SUCCESS Success # symbols are canceled by Failure \$ symbols; if there are any Success # symbols left, the check succeeds. FILUMPH Success # symbols count as Success symbols # and may also be spent to trigger a powerful positive consequence. Advantage \$ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat \$ symbols. FILURE Success File Success Despair Symbols count as Failure \$ symbols. If there are enough Failure \$ symbols to cancel all the Success \$ symbols. If there are enough Failure \$ symbols to cancel all the Success \$ symbols. If they cancel Success \$\$ symbols, the check is a failure. Despair Despair \$ symbols count as Failure \$ symbols (they cancel Success \$\$ symbols, the check is a failure. Image: Despair \$ symbols count as Failure \$ symbols (they cancel Success \$\$ symbols) and may also be spent to trigger a powerful negative consequence. Image: Despair \$ symbols count as Failure \$ symbols (they cancel Success \$\$ symbols) and may also be spent to trigger a powerful negative consequence. Image: Despair \$ symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage \$ symbols.					
You can also perform any number		TALENTS	DANK	-			
SPECIAL AE	BILITIES	NAME Expert Tracker	RANK	PAGE #			
		 Remove up to ■ from all check you make to follow tracks a Survival checks made to track targets also take 50% less time Stalker Add ■ to any Coordination or Stealth check you make 		-			
		Grit - Add +1 to your Strain Threshold	1	93			
		 Dodge When targeted by an attack, you may suffer up to 1 Strain difficulty of the attack by 1. 	1 to upgra	92 ade the			
		Lethal Blows Add +10 to any percentage roll you make for Critical Inju opponents	1 uries inflio	95 cted on			
		Precise Aim - Once per round, you may perform a Precise Aim M attempting a combat check to reduce the target's Defense b		97 before			
GNITUDE 10	DNS YPE IAGNITUDE OMPLICATIONS	AVAILABLE XP 1	OTAL XP				

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