| CHARACTER NAME<br>PECIES Gand<br>AREER Technician (Slic   | er)                                       |             |                                 |  | ak value<br>4  |  | woun<br>12<br>Threshold   | CURRENT          |
|---|---|-------------|---------------------------------|--|--|--|---|------------------|
| C<br>BRAWN<br>C<br>CUNNING  | CHARACTER<br>2<br>AGILITY<br>3<br>WILLPOW |             | 4<br>INTELLECT<br>1<br>PRESENCE |  |  |  |   | NJURIES          |
|   | SKILL                                     | s           |                                 | *  | WEAPC  | NS & EQUIP   | MENT  |                  |
| SKILLS  | CAREER?                                   | RANK        | DICE POOL                       | WEAPON   | SKILL  | RANGE  | DAMAGE  | DICE POOL        |
| Astrogation (Int)   | •   |             | <b>***</b>                      | Blaster Pistol   | Ranged (Light)   | Medium   | 6   |                  |
| Athletics (Br)  |   |             | ••                              |  | al Injury on a hit fo  |  |   |                  |
| Charm (Pr)  |   |             | •                               |  | as a free action, t<br>ounds (Short range  |  | be set to Stun, o   | dealing Strain   |
| Coerce (Will)   |   |             | <b>***</b>                      |  |  | <u>.</u>   |   |                  |
| Computers (Int)   | •   | 2           |                                 | Bola   | Ranged (Light)   | Short  | 2   |                  |
| Cool (Pr)   |   |             | •                               |  | to ensnare a targe   | et for 3 rounds, i   | mmobilizing him   | n (target cannot |
| Coordination (Ag)   | •   |             |                                 | take Manuev  | ers)<br>to knock the targe   | et prone (+1 😯   | per silhouette al   | bove 1)          |
| Deceit (Cun)  |   |             |                                 |  | o: You only have   |  |   |                  |
|   | •   | 1           |                                 |  |  |  |   |                  |
| Discipline (VVIII)  |   | _           |                                 |  |  |  |   |                  |
| Discipline (Will)<br>Knowledge (Int.)   | Outer Rim,                                |             |                                 |  |  |  |   |                  |
| Knowledge (Int)   | Outer Rim,<br>Underworld                  |             | <b>***</b>                      |  |  |  |   |                  |
| Knowledge (Int)<br>Leadership (Pr)  |   | 2           | <b>***</b>                      |  |  |  |   |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)   |   | 2           |                                 | -<br>-<br>-<br>-   |  |  |   |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)   |   | 2           |                                 | -<br>-<br>-<br>-   |  |  |   |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)   |   |             |                                 |  |  |  | <u></u>   |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)   |   | 1           |                                 |  |  |  |   |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)   |   |             |                                 | GEAR, EQUIPMEI   | NT, & OTHER ITEMS  | 5  |   |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)  |   | 1           |                                 | GEAR, EQUIPMEN<br>Respirator   | NT, & OTHER ITEMS<br>(ammonia base   |  | ed translator)  |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)   | Underworld                                | 1<br>1      |                                 |  | N. Contraction of the second sec | d, with integrate  | ed translator)  |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)   |   | 1           |                                 | Respirator   | (ammonia base  | d, with integrate<br>(+2 Soak)   |   | w rod, comlink)  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)   | Underworld                                | 1<br>1      |                                 | Respirator<br>Armor  | (ammonia base<br>Padded Armor (  | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e  | extra reload, glov  | w rod, comlink)  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)   | Underworld                                | 1<br>1      |                                 | Respirator<br>Armor<br>Utility Belt  | (ammonia base<br>Padded Armor (<br>(3 days food cap  | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e  | extra reload, glov  | w rod, comlink)  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)<br>Streetwise (Cun)   | Underworld                                | 1<br>1      |                                 | Respirator<br>Armor<br>Utility Belt<br>Zyzaax Cube                             | (ammonia base<br>Padded Armor (<br>(3 days food cap<br>(logic puzzle toy   | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e<br>given to most (   | extra reload, glov<br>Gand Iarvae)  | w rod, comlink)  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)<br>Streetwise (Cun)   | Underworld                                | 1<br>1<br>1 |                                 | Respirator<br>Armor<br>Utility Belt<br>Zyzaax Cube<br>Tool Kit<br>Lock Breaker | (ammonia base<br>Padded Armor (<br>(3 days food cap<br>(logic puzzle toy<br>(tool set for slic   | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e<br>v given to most (<br>ing electronic lo                    | extra reload, glov<br>Gand Iarvae)<br>cks)  |                  |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)<br>Streetwise (Cun)<br>Survival (Cun)<br>Vigilance (Will)   | Underworld                                | 1<br>1<br>1 |                                 | Respirator<br>Armor<br>Utility Belt<br>Zyzaax Cube<br>Tool Kit                 | (ammonia base<br>Padded Armor (<br>(3 days food cap<br>(logic puzzle toy<br>(tool set for slic<br>(custom datapa   | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e<br>r given to most (<br>ing electronic lo<br>d with 1000x nc | extra reload, glov<br>Gand larvae)<br>cks)<br>rmal data capac                     | city, masked     |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)<br>Streetwise (Cun)<br>Survival (Cun)<br>Vigilance (Will)<br><b>COMBAT SKILLS</b><br>Brawl (Br)   | Underworld                                | 1<br>1<br>1 |                                 | Respirator<br>Armor<br>Utility Belt<br>Zyzaax Cube<br>Tool Kit<br>Lock Breaker | (ammonia base<br>Padded Armor (<br>(3 days food cap<br>(logic puzzle toy<br>(tool set for slic<br>(custom datapa   | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e<br>r given to most (<br>ing electronic lo<br>d with 1000x nc | extra reload, glov<br>Gand Iarvae)<br>cks)  | city, masked     |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)<br>Stealth (Ag)<br>Streetwise (Cun)<br>Streetwise (Cun)<br>Survival (Cun)<br>Vigilance (Will)<br><b>CUMBAT SKILLS</b><br>Brawl (Br)<br>Gunnery (Ag) | Underworld                                | 1<br>1<br>1 |                                 | Respirator<br>Armor<br>Utility Belt<br>Zyzaax Cube<br>Tool Kit<br>Lock Breaker | (ammonia base<br>Padded Armor (<br>(3 days food cap<br>(logic puzzle toy<br>(tool set for slic<br>(custom datapa   | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e<br>r given to most (<br>ing electronic lo<br>d with 1000x nc | extra reload, glov<br>Gand larvae)<br>cks)<br>rmal data capac                     | city, masked     |
| Knowledge (Int)<br>Leadership (Pr)<br>Mechanics (Int)<br>Medicine (Int)<br>Negotiation (Pr)<br>Perception (Cun)<br>Pilot (Ag)<br>Resilience (Br)<br>Skulduggery (Cun)<br>Stealth (Ag)<br>Streetwise (Cun)<br>Survival (Cun)<br>Vigilance (Will)<br><b>COMBAT SKILLS</b><br>Brawl (Br)   | Underworld                                | 1<br>1<br>1 |                                 | Respirator<br>Armor<br>Utility Belt<br>Zyzaax Cube<br>Tool Kit<br>Lock Breaker | (ammonia base<br>Padded Armor (<br>(3 days food cap<br>(logic puzzle toy<br>(tool set for slic<br>(custom datapa   | d, with integrate<br>(+2 Soak)<br>os, stimpack, 1 e<br>r given to most (<br>ing electronic lo<br>d with 1000x nc | extra reload, glov<br>Gand Iarvae)<br>cks)<br>rrmal data capac<br>codebreakers, & | city, masked     |

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| DICE<br>Ability Proficiency Difficulty Die  |  |                 | DICE SYMBOLS         SUCCESS         Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, the check succeeds.         TRIUMPH         Image: Triumph I symbols count as Success symbols ★ and may also be spent to triager a powerful positive consequence.   |                        |               |  |  |
|---|--|-----------------|--|------------------------|---------------|--|--|
| THE PLAYE<br>On each turn, you can perform 1 Act<br>An Action may include:<br>- Perform an attack<br>- Use a skill<br>- Exchange your 1 Action for an<br>additional Maneuver<br>You can suffer 2 strain to perf<br>You cannot perform more that<br>You can also perform any num | ion and 1 Manuever, in any of<br>A Manuever may includ<br>- Move<br>- Aim<br>- Take cover<br>- Ready or stow a weapo<br>- Interact with your enviro<br>- Engage or disengage<br>- Stand up<br>form a second Maneuver.<br>n 2 Maneuvers on your turn. | e:<br>n or item | <ul> <li>We trade a powerful positive consequence.</li> <li>Advantage () symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat () symbols.</li> <li>Advantage () symbols cancel success * 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.</li> <li>Advantage () symbols count as Failure () symbols (they cancel Success * symbols) and may also be spent to trigger a powerful negative consequence.</li> <li>Advantage () symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage () symbols.</li> </ul> |                        |               |  |  |
| SPECIAL /   | ABILITIES  |                 | NAME   | RANK                   | PAGE #        |  |  |
| NAME  |  | PAGE #          | Codebreaker<br>- Remove up to ■ from any checks to break of  | 1                      | 90            |  |  |
|   |  |                 | locked door         Defensive Slicing         - When defending a computer system against intrusion or to your opponent's checks  | 1<br>slicing, <b>1</b> | 92<br>s added |  |  |
| OBLIGAT<br>PE Family<br>AGNITUDE 10<br>DMPLICATIONS<br>Falsely accused of a systems<br>hack that destroyed a Gand<br>ship, and left him outcast, he's   | TIONS<br>TYPE<br>MAGNITUDE<br>COMPLICATIONS  |                 | AVAILABLE XP   | TOTAL XP<br>120        |               |  |  |