

CHARACTER SHEET

CHARACTER NAME : Osla Ban

SPECIES Twi'lek

CAREER Smuggler (Scoundrel)



CHARACTERISTICS

1 BRAVN	3 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	3 PRESENCE

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)	●	2	◆◆◆◆
COMBAT SKILLS			
Brawl (Br)	●		◆
Gunnery (Ag)			◆◆◆◆
Melee (Br)			◆
Ranged - Light (Ag)	●	2	◆◆◆◆
Ranged - Heavy (Ag)			◆◆◆◆

SOAK VALUE

3

WOUNDS

THRESHOLD CURRENT

12

STRAIN

THRESHOLD CURRENT

13

CRITICAL INJURIES

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

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 _____

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 #
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		

AVAILABLE XP

Act 2

TOTAL XP

110