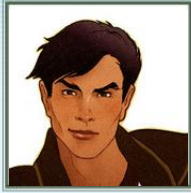


CHARACTER SHEET

CHARACTER NAME : Race Rilson



SPECIES Human

CAREER Colonist (Politico)

CHARACTERISTICS

Characteristics grid showing values for Brawn (2), Agility (2), Intellect (2), Cunning (3), Willpower (2), and Presence (3).

SOAK VALUE: 3

WOUNDS: 12 (Threshold), 0 (Current)

STRAIN: 12 (Threshold), 0 (Current)

CRITICAL INJURIES: 0



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)			◆◆
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	◆◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for 10000 - Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only) 				
Vibro-knife	Melee	Engaged	3	◆◆◆
<ul style="list-style-type: none"> - Inflict a Critical Injury on a hit for 1000, and add +10 to your Critical Injury percentage result - Hits with this weapon ignore 2 points of Soak when dealing damage 				

GEAR, EQUIPMENT, & OTHER ITEMS	
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.

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.

SPECIAL ABILITIES

NAME	PAGE #

TALENTS

NAME	RANK	PAGE #
Plausible Deniability	1	97
- Remove up to ■ from all Coerce and Deceit checks you attempt		
Kill with Kindness	2	95
- Remove up to ■ ■ from all Charm and Leadership checks you attempt		
Inspiring Rhetoric	-	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

TYPE Criminal	TYPE
MAGNITUDE 10	MAGNITUDE
COMPLICATIONS	COMPLICATIONS

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

AVAILABLE XP

Act 2

TOTAL XP

120