CHARACTER SHEET

CHARACTER NAME: River Darkspin

SPECIES Human

**CAREER** Explorer (Scout, Force-Sensitive Exile)





SOAK VALUE	WOUNDS		
3	THRESHOLD CURRENT		
STRAIN	CRITICAL INJURIES		
THRESHOLD CURRENT			

SKILLS			
SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)	•		<b>* *</b>
Athletics (Br)	•		<b>* *</b>
Charm (Pr)	•	1	•
Coerce (Will)			<b>**</b>
Computers (Int)			<b>* *</b>
Cool (Pr)	•	1	<b>● ◆</b>
Coordination (Ag)			<b>* *</b>
Deceit (Cun)			<b>* *</b>
Discipline (Will)		2	•••
Knowledge (Int)	Lore, Outer Rim, Xenology	1	<b>•</b>
Leadership (Pr)			<b>*</b> *
Mechanics (Int)			<b>* *</b>
Medicine (Int)			<b>* *</b>
Negotiation (Pr)			<b>* *</b>
Perception (Cun)	•	1	<b>● ♦</b> ■
Pilot (Ag)	•	1	<b>•</b>
Resilience (Br)			<b>* *</b>
Skulduggery (Cun)			<b>* *</b>
Stealth (Ag)			<b>* *</b>
Streetwise (Cun)			<b>* *</b>
Survival (Cun)	•	1	<b>● ◆</b>
Vigilance (Will)	•	1	
COMBAT SKILLS			
Brawl (Br)			<b>*</b> *
Gunnery (Ag)			<b>*</b> *
Melee (Br)			<b>* *</b>
Ranged - Light (Ag)		1	<b>•</b>
Ranged - Heavy (Ag)			<b>* *</b>

# **WEAPONS & EQUIPMENT**

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL	
Blaster Pistol	Ranged (Light)	Medium	6	<b>•</b> •	

- 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  $\bigcirc$  for activation of power and silhouette of object
- Silhouette 0 deals 5 damage, silhouette 1 deals 10 damage

# GEAR, EQUIPMENT, & OTHER ITEMS

The second second second second	Andrew State Control of the Control
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	(The Romance of Ryloth, bookmarked with a family photo)

MONEY

100 Credits















Proficiency

# THE PLAYER'S TURN

On each turn, you can perform 1 Action and 1 Manuever, in any order.

An Action may include:

- Perform an attack
- Exchange your 1 Action for an additional Maneuver

A Manuever may include:

- Move
- 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

# PAGE# Force Rating - 1 176

You are Force Sensitive, granting you a one Force Die () that can be used to activate Force Powers you have purchased.

#### Move - Basic (Strength 1, Magnitude 1) 184

- Spend O to move 1 unsecured & unrestrained object of silhouette 0 you are engaged with up to Short range
- You can spend an extra O to move 1 additional object
- You can spend an extra O to move an object of silhouette 1

# Move - Attack (Control 1)

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- You can move object with enough force to damage others. You must generate the appropriate O and make a Discipline check (based on the silhouette of the object) to hit the target
- Silhouette 0 objects deal 5 damage; silhouette 1 deals 10 damage

#### SUCCESS



Success 芬 symbols are canceled by Failure ▼ symbols; if there are any Success \* symbols left, the check succeeds.

DICE SYMBOLS

#### TRIUMPH



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 (5) 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 ♥ symbols count as Failure ▼ symbols (they cancel Success ※ symbols) and may also be spent to trigger a powerful negative consequence.

# THREAT



Threat 🖾 symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage 😲 symbols.

# **TALENTS**

NAME	RANK	PAGE#		
Uncanny Reactions	1	100		
- Add to any Vigilance check you make				
Uncanny Senses	1	100		
- Add to any Perception check you make				

1 **Convincing Demeanor** Remove up to from any Deceit or Skullduggery check you make

# OBLIGATIONS

TYPE

Criminal

MAGNITUDE 10

COMPLICATIONS

An accidental display of her powers drove River into hiding. She's currently being hunted by the Empire.

TYPE

MAGNITUDE

COMPLICATIONS

AVAILABLE XF

TOTAL XP

91

Act 2

120





