		A	<u>Menne</u>	2326		Concession of the second		- interest
CHARACTER SHEET CHARACTER NAME SPECIES Rodian				50	ak value 4		woun 12	DS
CAREER Bounty Hunter							THRESHOLD	CURRENT
C C C C C C NNING	CHARACTER 4 AGILIT		2 INTELLECT 2 PRESENCE	L12 THRESHOL				JURIES
	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	l add +10 to you	r Critical Injury
Charm (Pr)				 percentage re Stun Setting: 	esult as a free action,	this weapon ca	n be set to Stun	, dealing Strain
Coerce (Will)			•		ounds (Short rang			
Computers (Int)			••	Lt Blst Pistol	Ranged (Light)	Medium	5	****
Cool (Pr)				 Inflict a Critic Injury percen 	cal Injury on a hi	t for OOOO	, and add +10	to your Critical
Coordination (Ag)	•	1			as a free action,	this weapon ca	n be set to Stun	, dealing Strain
Deceit (Cun)					ounds (Short rang			W.
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 reHits with this	esult weapon ignore 2	points of Soak w	hen dealing dan	nage
Mechanics (Int)						/A-	-	
Medicine (Int)								
Negotiation (Pr)								
Perception (Cun)	•	2						
Pilot (Ag)	•	2				c		
Resilience (Br)					NT, & OTHER ITEM			
Skulduggery (Cun)	•			Armor	Padded Armor			
Stealth (Ag)	•	2		Utility Belt	(3 days food ca	ps, stimpack, 1 e	ktra reload, glow	rod, comlink)
	•	1		Datapad	/ -			
Strootwice		-		"Go Bag"	(5 stimpacks, 2	extra reloads, ro	ll of mesh tape,	
Streetwise (Cun)		1					Ô	
Survival (Cun)		1		Action Figure	(rare toy of Gre	epo the Bounty H	<i>lunter[©],</i> collecto	or's edition)
Survival (Cun) Vigilance (Will)	•	1 1		Action Figure	(rare toy of <i>Gre</i>	epo the Bounty F	<i>lunter[©],</i> collecto	r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS	•			Action Figure	(rare toy of <i>Gre</i>	epo the Bounty F	<i>lunter[©],</i> collecto	r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br)	•			Action Figure	(rare toy of <i>Gre</i>	epo the Bounty H	<i>lunter[©],</i> collecto	r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br) Gunnery (Ag)		1		Action Figure	(rare toy of <i>Gre</i>	epo the Bounty F	<i>lunter[©],</i> collecto	r's edition)
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br) Gunnery (Ag) Melee (Br)	•			Action Figure	(rare toy of <i>Gre</i>	epo the Bounty F		
Survival (Cun) Vigilance (Will) COMBAT SKILLS Brawl (Br) Gunnery (Ag)		1		Action Figure	(rare toy of <i>Gre</i>	epo the Bounty F		nr's edition)

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STREET (A)

Ability Proficiency Difficulty Chalk Die Die Die Die Die Chalk Die THE PLAYE	Die Die Die Die Die	DICE SYMBOLS Success ★ symbols are canceled by Failure ▼ symbols; if there are any Success ★ symbols left, the check succeeds. TRIUMPH Image: Colspan="2">Triumph Image: Symbols count as Success symbols ★ and may also be spent to trigger a powerful positive consequence. Advantage					
You cannot perform more that	orm an attack - Move FAILURE a skill - Aim Failure ▼ symbols cancel Success ≯ symbols to cancel all the Success * symbols * symbols * sym						
<u></u>	ABILITIES	NAME	RANK	PAGE #			
NAME	PAGE #	Expert Tracker	1	92			
		 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 n to upgra	92 ade the			
		- 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			
OBLIGA PE Bounty IGNITUDE 10 MPLICATIONS reeo took a foolish contract in is youth, and currently has a	TIONS TYPE MAGNITUDE COMPLICATIONS	AVAILABLE XP	OTAL XP				

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