CHARACTER SHEET

CHARACTER NAME : Race Rilson

SPECIES Human

CAREER Colonist (Politico)

SOAK VALUE	WOUNDS	
3	12	
	THRESHOLD	CURRENT

STRAIN		CRITICAL INJURIES
12		
THRESHOLD	CURRENT	

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
2	2	2
CUNNING	**WILLPOWER**	**PRESENCE**
3	2	3

SKILLS

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)			◆◆

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)				
Vibro-knife	Melee	Engaged	**3**	◆◆
- Inflict a Critical Injury on a hit for ✪✪, 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 **Manuever**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Manuever** 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 #

OBLIGATIONS

TYPE	Criminal	TYPE	
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	

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

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

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.		
Dodge	1	92
- When targeted by an attack, you may immediately suffer 1 Strain to upgrade the difficulty of your opponent's combat check by 1.		

AVAILABLE XP	TOTAL XP
Act 3	135