CHARACTER SHEET

CHARACTER NAME : River Darkspin

SPECIES Human

CAREER Explorer (Scout, Force-Sensitive Exile)

CHARACTERISTICS

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

SOAK VALUE 3

WOUNDS 12
THRESHOLD / CURRENT

STRAIN 12
THRESHOLD / CURRENT

CRITICAL INJURIES

SKILLS

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)	●		◆◆
Athletics (Br)	●		◆◆
Charm (Pr)	●	1	⬡◆◆
Coerce (Will)			◆◆◆
Computers (Int)			◆◆
Cool (Pr)	●	1	⬡◆◆
Coordination (Ag)			◆◆
Deceit (Cun)			◆◆
Discipline (Will)		2	⬡⬡◆
Knowledge (Int)	Lore, Outer Rim, Xenology	1	⬡◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)	●	1	⬡◆■
Pilot (Ag)	●	1	⬡◆◆
Resilience (Br)			◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆
Streetwise (Cun)			◆◆
Survival (Cun)	●	1	⬡◆◆
Vigilance (Will)	●	1	⬡◆◆◆■

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)

Move Power	Discipline	Short	**Varies**	⬡⬡◆⬡

- Inflict a Critical Injury on a hit for ☼☼☼☼☼
- Generate appropriate ◯ for activation of power and silhouette of object
- Silhouette 0 deals 5 damage, silhouette 1 deals 10 damage

GEAR, EQUIPMENT, & OTHER ITEMS

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

DICE

Ability Die ◆	Proficiency Die ⬟	Difficulty Die ◆	Challenge Die ⬡	Boost Die ■	Setback Die ■	Force Die ◯

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.

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.

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		
Convincing Demeanor	1	91
- Remove up to ■ from any Deceit or Skullduggery check you make		
Touch of Fate	-	100
- Once per game session, you may add ■ ■ to any one skill check you make		

SPECIAL ABILITIES

NAME	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 ◯ to move 1 unsecured & unrestrained object of silhouette 0 you are engaged with up to Short range	
- You can spend an extra ◯ to move 1 additional object	
- You can spend an extra ◯ to move an object of silhouette 1	
Move – Attack (Control 1)	184
- You can move object with enough force to damage others. You must generate the appropriate ◯ 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	

OBLIGATIONS

TYPE	Criminal	TYPE	
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	

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

AVAILABLE XP	TOTAL XP
Act 3	135