

CHARACTER SHEET

CHARACTER NAME : **Iq** ("Cresh")

SPECIES Twi'lek

CAREER Hired Gun (Mercenary Soldier)



CHARACTERISTICS

|                     |                       |                       |
|---------------------|-----------------------|-----------------------|
| <b>1</b><br>BRAWN   | <b>4</b><br>AGILITY   | <b>2</b><br>INTELLECT |
| <b>2</b><br>CUNNING | <b>2</b><br>WILLPOWER | <b>3</b><br>PRESENCE  |

SKILLS

| GENERAL SKILLS      | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Astrogation (Int)   |        |      | ◆◆        |
| Athletics (Br)      | ●      |      | ◆         |
| Charm (Pr)          |        | 1    | ◆◆◆       |
| Coerce (Will)       |        |      | ◆◆        |
| Computers (Int)     |        |      | ◆◆        |
| Cool (Pr)           |        |      | ◆◆◆       |
| Coordination (Ag)   |        |      | ◆◆◆◆      |
| Deceit (Cun)        |        |      | ◆◆        |
| Discipline (Will)   | ●      | 2    | ◆◆◆       |
| Leadership (Pr)     | ●      |      | ◆◆◆       |
| Mechanics (Int)     |        |      | ◆◆        |
| Medicine (Int)      |        |      | ◆◆        |
| Negotiation (Pr)    |        |      | ◆◆◆       |
| Perception (Cun)    |        |      | ◆◆        |
| Pilot - Planet (Ag) | ●      | 1    | ◆◆◆◆      |
| Pilot - Space (Ag)  |        |      | ◆◆◆◆      |
| Resilience (Br)     | ●      |      | ◆         |
| Skulduggery (Cun)   |        |      | ◆◆        |
| Stealth (Ag)        |        |      | ◆◆◆◆      |
| Streetwise (Cun)    |        |      | ◆◆        |
| Survival (Cun)      |        |      | ◆◆        |
| Vigilance (Will)    | ●      | 1    | ◆◆◆       |

| KNOWLEDGE SKILLS  | CAREER | RANK | DICE POOL |
|-------------------|--------|------|-----------|
| Core Worlds (Int) |        |      | ◆◆        |
| Education (Int)   |        |      | ◆◆        |
| Lore (Int)        |        |      | ◆◆        |
| Outer Rim (Int)   |        |      | ◆◆        |
| Underworld (Int)  |        |      | ◆◆        |
| Xenology (Int)    |        |      | ◆◆        |

SOAK VALUE  
**3**

WOUNDS  
**11**  
THRESHOLD CURRENT

DEFENSE  
**0** **0**  
RANGED MELEE

STRAIN  
**13**  
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

| COMBAT SKILLS       | CAREER | RANK | DICE POOL |
|---------------------|--------|------|-----------|
| Brawl (Br)          | ●      |      | ◆         |
| Gunnery (Ag)        | ●      | 1    | ◆◆◆◆      |
| Melee (Br)          | ●      |      | ◆         |
| Ranged - Light (Ag) | ●      | 2    | ◆◆◆◆      |
| Ranged - Heavy (Ag) | ●      |      | ◆◆◆◆      |

WEAPONS & EQUIPMENT

| WEAPON                                                                                                                                                                                                                                                                                           | SKILL          | RANGE  | DAMAGE                 | DICE POOL |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|--------|------------------------|-----------|
| <b>Hvy Blst Pistol</b>                                                                                                                                                                                                                                                                           | Ranged (Light) | Medium | <b>7</b>               | ◆◆◆◆◆     |
| <ul style="list-style-type: none"> <li>- Deal +2 Damage when at Short range or when Engaged</li> <li>- Inflict a Critical Injury on a hit for ☉☉☉ or ☉</li> <li>- Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)</li> </ul> |                |        |                        |           |
| <b>Hvy Blst Pistol</b>                                                                                                                                                                                                                                                                           | Ranged (Light) | Medium | <b>7</b>               | ◆◆◆◆◆     |
| <ul style="list-style-type: none"> <li>- You can choose to attack with both pistols as 1 <b>Action</b> by increasing the check difficulty by 1 (◆). If you then roll ☉☉ or ☉, you can spend it to hit with the second pistol.</li> </ul>                                                         |                |        |                        |           |
| <b>Vibroknife</b>                                                                                                                                                                                                                                                                                | Ranged (Light) | Short  | <b>4 (Point Blank)</b> | ◆◆◆◆      |
| <ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for ☉☉ or ☉, and add 10% to your critical injury roll</li> <li>- The target treats their Soak as 2 points lower for attacks from this weapon</li> <li>- Limited Ammo 4: You only have 4 vibroknives</li> </ul>       |                |        |                        |           |

| AMMUNITION AND OTHER COMBAT GEAR |                                              |
|----------------------------------|----------------------------------------------|
|                                  | Heavy Mesh Weave Bodysuit (Provides +2 Soak) |
| 1                                | Stimpack                                     |
| 2                                | Extra Reloads                                |
| 4                                | Vibroknives (balanced for throwing)          |

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.

SPECIAL ABILITIES

| NAME                                                                                                                                    | PAGE # |
|-----------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>Heat Resistance</b>                                                                                                                  | 52     |
| - When making any skill check, you can remove <span style="color: black;">■</span> imposed due to acid or hot environmental conditions. |        |
|                                                                                                                                         |        |
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|                                                                                                                                         |        |

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.

TALENTS

| NAME                                                                                                                                                                | RANK | PAGE # |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|--------|
| <b>Point Blank</b>                                                                                                                                                  | 2    | 141    |
| - Add +2 damage to any successful Ranged (Light) or Ranged (Heavy) attack you make at short range or while engaged.                                                 |      |        |
| <b>Side Step</b>                                                                                                                                                    | 1    | 142    |
| - Once per round, as a <b>Maneuver</b> , you can suffer 1 Strain to upgrade the difficulty of all ranged attacks that target you until the start of your next turn. |      |        |
|                                                                                                                                                                     |      |        |
|                                                                                                                                                                     |      |        |
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|                                                                                                                                                                     |      |        |

MOTIVATIONS

| TYPE | ??? <input type="text"/> | TYPE | <input type="text"/> |
|------|--------------------------|------|----------------------|
|      | Your memory is lost...   |      |                      |

OBLIGATIONS

| TYPE                 | ??? <input type="text"/> | TYPE                 | <input type="text"/> |
|----------------------|--------------------------|----------------------|----------------------|
| <b>MAGNITUDE</b>     | ?? <input type="text"/>  | <b>MAGNITUDE</b>     | <input type="text"/> |
| <b>COMPLICATIONS</b> | <input type="text"/>     | <b>COMPLICATIONS</b> | <input type="text"/> |
|                      | Your memory is lost...   |                      |                      |

OTHER GEAR

| NAME        | DESCRIPTION                                                                                                                                                                                                            |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Comlink     | (Hands-free)                                                                                                                                                                                                           |
| Datapad     |                                                                                                                                                                                                                        |
| Half-Locket | (Half of a Sorla Charm – also called a “lover’s locket” – a traditional Twi’lek promise of committed love between two lovers on Ryloth. One partner typically wears one half, the other partner wears the other half.) |

MONEY

130 Credits

AVAILABLE XP

Act 1

TOTAL XP

100