CHARACTER SHEET HARACTER NAME ECIES Wookiee REER Technician (Me					ak Value 5			18 Threshold	D CURRENT	
4 BRAWN	2 AGILITY		3 INTELLECT	D RANGED		O		9 THRESHOLD	CURRENT	
2 CUNNING	U WILLPOW									
	SKILL	s			-		SKILLS			
GENERAL SKILLS	CAREER	RANK	DICE POOL	COMBAT SKILL	S	CAREE	R RAN	ĸ	DICE POOL	
Astrogation (Int)	•		**	Brawl (Br)	Brawl (Br)		2			
Athletics (Br)			***	Gunnery (Ag)					* *	
Charm (Pr)				Melee (Br)					****	
Coerce (Will)			•	Ranged - Light (Ag)		1			••	
Computers (Int)	•	1	• • •	Ranged - Heav	y (Ag)					
Cool (Pr)			*					J		
Coordination (Ag)			••	WEAPONS & EQUIPMENT						
Deceit (Cun)			••	WEAPON	SK	ILL	RANGE	DAMAG	E DICE POOL	
Discipline (Will)	•	1	-	Brass Knuckles	Braw	I	Engaged	5		
Leadership (Pr)			••	- Inflict a Critical Injury on a hit for 😗 🏵 😲 or 🕀						
Mechanics (Int)	•	2		 Spend 𝔥𝔥𝔅 to knock the target prone (+1 𝔥 per silhouette beyond 1) Spend 𝔥𝔥𝔅 to Disorient the target for 3 rounds (adding ■ to all checks) 						
Medicine (Int)				- spend OO t	O DISON	ent the tar	get for 3 rounds	auuing 🗖	to all checks)	
Negotiation (Pr)				Blaster Pistol	Range	d (Light)	Medium	6	• •	
Perception (Cun)		1			tical Injury on a hit for ${f O}{f O}{f O}$ or ${iglarge}$ is a free action, this weapon can be set to Stun, dealing Strain					
Pilot - Planet (Ag)		-		 Stun Setting: instead of Wo 				be set to St	un, dealing Strain	
Pilot - Space (Ag)	•				2.1.05 (51					
Resilience (Br)										
Skulduggery (Cun)		1								
Stealth (Ag)		_								
Streetwise (Cun)								1		
Survival (Cun)										
Vigilance (Will)										
KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL							
Core Worlds (Int)				AMMUNITION A	ND OTH	ER COMP	TGEAR			
Education (Int)					and the second	Contraction and the second	Provides +1 Soa	k)		
Lore (Int)				1				,		
Outer Rim (Int)					Stimp		- f	le .:		
	-			(Empty)	BOX 0	detonato	r fuses (used for	explosive of	charges)	
Inderworld (Int)										
Underworld (Int) Xenology (Int)			***							

Ability Die Proficiency Difficulty Die Die Die Die THE PLAYE	😑 Die 📃 Die 🔵	Success ★ TRIUMPH Triumph ⊕	 because the symbols are canceled by Failure for symbols; if there are any Success for symbols left, the check succeeds. because the symbols count as Success symbols for and may also be spent to trigger a powerful positive consequence. because the symbols count as Success symbols for and may also be spent to a failed check. They cancel and are canceled by Threat (for symbols). cancel and the symbols cancel Success for symbols. If there are enough Failure for symbols to cancel all the Success for symbols. If there are enough Failure for symbols to cancel all the Success for symbols. If there are enough Failure for symbols to cancel all the Success for symbols. bespare for symbols count as Failure for symbols (they cancel Success for symbols) and may also be spent to trigger a powerful negative consequence. bespare for symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage (for symbols). bespare for symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage (for symbols). 					
On each turn, you can perform 1 Act An Action may include: - Perform an attack - Use a skill - Exchange your 1 Action for an additional Maneuver You can suffer 2 strain to perf You cannot perform more tha You can also perform any nur	A Manuever may include: - Move - Aim - Take cover - Ready or stow a weapon or item - Interact with your environment - Engage or disengage - Stand up form a second Maneuver. n 2 Maneuvers on your turn.	Advantage 4 a failed cher FAILURE Failure Y s symbols to 4 DESPAIR OC Despair Symbols) ar THREAT						
SPECIAL	PAG	E # Gearhead	NAME	1	PAGE #			
When you have suffered any Wo Brawl and Melee attacks. When y damage with your Brawl and Meleo	ou are Critically Injured, you deal	+2 Fine Tuning	educe the amount of System Strain a edditional Strain.	1 starship o	135 r vehicle			
			OTHER GEAR					
ΜΟΤΙVΑ			C OTHER GEAR					
	TIONS TYPE	NAME Comlink Tool Kit	OTHER GEAR DESCRIPTION (Hands-free)					
YPE ???	TYPE	Comlink	DESCRIPTION	holo-projec	tor) s, with			

- THE