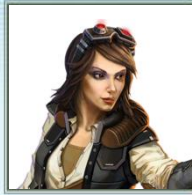


CHARACTER SHEET

CHARACTER NAME : **VI** ("Esk")

SPECIES Human

CAREER Smuggler (Pilot)



CHARACTERISTICS

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

SKILLS

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

SOAK VALUE  
3

WOUNDS  
12  
THRESHOLD CURRENT

DEFENSE  
1 1  
RANGED MELEE

STRAIN  
12  
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆◆
<ul style="list-style-type: none"> <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>Stun Grenade</b>	Ranged (Light)	Short	8 (Stun)	◆◆◆
<ul style="list-style-type: none"> <li>- Spend ☹☹ to Disorient the target (■ to all checks) for 3 rounds</li> <li>- Spend ☹☹ (or ☹☹☹ if the attack misses) to deal the full attack damage to all those engaged with the target (only 8 Stun if the attack misses)</li> <li>- Limited Ammo 1: Once you use a stun grenade, it's gone</li> </ul>				
AMMUNITION AND OTHER COMBAT GEAR				
	Armored Clothing (Provides +1 Soak, +1 Defense)			
1	Stimpack			
3	Stun Grenades			

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 #

MOTIVATIONS	
<b>TYPE</b> ???	<b>TYPE</b>
Your memory is lost...	

OBLIGATIONS	
<b>TYPE</b> ???	<b>TYPE</b>
<b>MAGNITUDE</b> ??	<b>MAGNITUDE</b>
<b>COMPLICATIONS</b>	<b>COMPLICATIONS</b>
Your memory is lost...	

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>Let's Ride</b>	-	138
- Once per round, you can mount/dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an <b>Incidental</b> .		
<b>Skilled Jockey</b>	1	142
- Remove up to <span style="color: black;">■</span> from all Piloting (Planetary) and Piloting (Space) checks you make.		
<b>Full Throttle</b>	-	135
- As an <b>Action</b> , you can attempt a Hard ( <span style="color: purple;">◆◆◆</span> ) Piloting check to increase a vehicle's top speed by 1 for 2 rounds.		
<b>Dead to Rights</b>	-	134
- You can spend 1 Destiny Point to add 2 points of damage to a successful attack you have made with ship or vehicle-mounted weaponry.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hands-free)
Datapad	
Pilot's Gloves	(Clearly custom-fitted and made of rich Naboo leather, the interior of the right wrist has a hastily scrawled code password written on the interior: "0573334")

**MONEY**

100 Credits

**AVAILABLE XP**

Act 1

**TOTAL XP**

110